

# ACE

■ ST ■ MEGA ■ C64 ■  
CPC ■ SPECTRUM ■ PC  
■ NINTENDO ■ SEGA ■

## EURO ISSUE

First of a series of exclusive reports from European software – a growing challenge to Japan and the USA

### ADVANCED COMPUTER ENTERTAINMENT

# European Space Simulator goes CD-I

## EXCLUSIVE REPORT FROM PARIS



### Previewed:

Microsoft's 3D space simulator  
reaches the CD-I

### Interviewed:

the man behind  
the CD-I

### Profiled:

Willis, games giant of the future



### BLOCKBUSTERS



### Wonders on CD-ROM

The extraordinary Whales Earth  
CD-ROM by Blue Corporation's

# WIN

## A TRIP TO THE FUTURE

Fabulous free trip to Paris' Science City – full details inside



# CRIME...Y

## BATMAN

is a shadow in the darkness, as elusive as a dream. High above the scary streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city...

## BATMAN

A LEGEND HAS RETURNED

## THE FASTEST MOST THRILLING 3D DRIVING GAME YET

Take the wheel of your turbo-charged sports car as you and your partner go in pursuit of the most dangerous criminals all driving on the same road. This is the most realistic driving experience ever!

**TURBO BOOST!** Turbo-charged sports cars are the only way to get the most out of your turbo-charged sports car. Turbo-charged sports cars are the only way to get the most out of your turbo-charged sports car.

**BARRELLING THROUGH THE CITY STREETS,** you'll be able to see the city streets from a new perspective. You'll be able to see the city streets from a new perspective.

**AIR-TIGHT** You'll be able to see the city streets from a new perspective. You'll be able to see the city streets from a new perspective.



**ocean**

...work, game, and culture life atmosphere and excitement. If the movie perfectly, the most effective technological 3D gaming has ever been developed, and the movie get inside your eye and immerse the game.



# FIGHT IT YOURSELF



ST,  
3D  
ET!  
Finger  
point  
of  
finger  
ST!  
out, can  
on eyes  
UGH

**TWICE** THE ALIEN  
THE MEN  
THE CHALLENGE  
**ROY ADAM IS BACK!**

It's a new report, it's a new game, it's a new...  
The alien... the men... the challenge...  
Roy Adam is back!

**USE THE LASERSIGHT**  
**AIR-TO-GROUND MISSILES**

**SIX INSPIRED**

ALLEN WAINSWORTH'S  
THE HIGH LIFE

It's a new report, it's a new game, it's a new...  
The alien... the men... the challenge...  
Roy Adam is back!



It's a new report of...  
Now for your  
**SPECTRUM ATARI ST  
AMSTRAD AMIGA  
COMMODORE**

# 33



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## SPECIALS

### ELECTRIC EUROPE

17

Red Bull fights Nazis, Nintendo, Europe fights back this month as ACE brings a series of epic all-meritage titles into European software supermarkets

### CORTEL CD-1

88

Patented Corbell is a name with a mission - he's founding his company Corbell Vision (help verb). We take the Meritix mission. We'll find out what's going on... and we

### RAY TO THE FUTURE

71

Meet a RAT - is this the best game ever to come out of France? Dive into the 21st Century and meet your Waterloo...



All Dogs Do It Better! - Don't allow enemies to hit Avigot

### INTO THE LAIR

22

Don Blain is the creamiest, most relaxed, interested character witness you'll see in America. Several All Dogs Do It Better viewers met to mention games like Space Ace and Dragon's Lair. We profile a man whose video game is even smoother than brain relaxing.

### CD-IMPRESARIOS

29

There's a company in Holland that's busy shaping the future of interactive entertainment. Find out how Philips put Frank Bronte on CD-1 - CD Blue Eyes? Or Double Dutch?

### SCIENCE CITY

78

Explore the far frontiers of space - 19th century science, check out state-of-the-art image processing technology - all in Paris Science City. And you can get there FREE courtesy of Electronic Zoo (see page 78)



## BLOCKBUSTERS!

Ask yourself - do you cherish the issue? You get the first full playtest of Ultima VI - a game that takes creative adventure to a whole new dimension of challenge and excitement. Then there's the long-awaited Amiga disk - an add-on disk only for the Game Boy. The Diskon that could do wonders for your fat cat. All items available from Mike Douglas through my life spanning Magazine and a review of covers and info and more of our Nuclear War and now you can't believe it, it's yours! Buy it ahead and spend yourself!



Ultima VI - Game Boy, and other add-ons from the Amiga... and more of our Nuclear War... and now you can't believe it, it's yours!

## THE AGE TREATMENT

Don't forget - we NEVER review a game until it's finished. That way we can let the bugs fix other magazines without, if it's reviewed here, it's what you'll get in the shops - so you really know what you're buying.

### REVIEWED

ANTHEM	Commodore	28
AZOTH	Commodore	40
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FRID	Commodore	80
GOLDEN AGE	Commodore	80
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PREVIEWED		
RESOLUTION 181	Commodore	40
ROTOR 105	Commodore	40
TURFMAN	Commodore	80

# ZOOM INTO

ELECTRONIC ZOO are offering you a fantastic trip to Paris with all

# BLIND ALLEY?

In the 18 publication *The Arsenal of Computer Games Design*, Chris Crawford (developer of *Balance of Power* and *Crash and Burn*), amongst others, argues that, from the point of view of the games designer, it could be a blind alley.

First, to judge war, the way you lose is very clear – almost what a player/programmer has to do to win will determine the level of success in the end, but the only means available for the next generation. This does not do much good – all 1000bytes of a file do not fit in 64K space? And how much will the development cost? Most important of all, experts think, what do you do with the 64K into you get out of what about the operations that will manipulate it? It is important, the beauty of what is necessary of

simple. Most of the 4 years of programming given is rarely done. All this is true, but it does not mean that hardware manufacturers must not get carried away with the possibilities of new data storage and forgetting about practical issues. It is not economics that matters, but it is a fact that, because of the processing rate, most people like their technology and the simple development team. When people like that, get going in 10 years, the game world will really start growing – and then will get going – as you'll see in the next few issues of ACE.

## WORLDS ON CD-ROM 26

Get a taste of what is to come in the 90s as CD-ROM systems become more popular. Take a tour through the *White Earth Catalogue* and *Complex Multimedia Environments*.

## SPEAK OUT! 15

A personal levitation to the ACE Newsletter – now it's all being put coming down to a venue near you. More programmes, the ACE team and other old friends – and get a little break into the bargain.

## HIGH SOCIETY 10

Very high by the looks of it. Find out who grabbed

## GAMEPLAY

### SCREENTEST 35

Great games galore – including a little 1-bit number that gets one of the highest ACE ratings ever.

### TETRIS TWO! 36

The man who created the pull game of the 90s is about to produce another gem. Check out the views from the world of arcade entertainment.



Experience your adventures here in *Love*.

### BRAVE NEW WORLDS 61

Four pages of fantasy. Start with coon, move on to *Sight and Magic II*, and end up on a desert island.

### TRICKS AND TACTICS 67

Four pages of insights for being a top gamer. Get some high scores reading.

### TRADE SECRETS 63

Wholesaler malcontent Mike Singleton and friends break the ice with exclusive tips for ACE readers.

## REGULARS

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Writes the travel at the speed of light! Plus the extraordinary *Speculum Simulator* on the Amiga.



The Speculum Simulator on the Amiga.

### PAGE 11 11

The latest games snippets in veritable style.

### ACE LETTERS 13

ACE readers dip their pens in alien blood and leave their souls to the galaxy.

### SUBSCRIBE! 64

Save money and get your personal copy every month – plus exclusive subscriber benefits.

### IN THE PINK 107

The ACE Hardware Guide – make your upgrade choices easier than pie. Plus our Software Guide, the *Pixel and Crossword* and the ACE Stockmarket – the best starts around.

## WIN! WIN! WIN!

### A TRIP TO THE FUTURE 76

Electronic Arts are offering you a fabulous trip to Paris to celebrate the release of *Treasure Trap* (see reviewed in this issue – see p2).

### CHOPPER CRAMP 33

Get yourself on Paris's helicopter flying lessons. Courtesy of Electronic Arts.

# THE FUTURE!

expenses paid and including a trip to the fabulous Science City. See p76

1989

WINNER

8 BIT

# BEST SIMULATION

## GOLDEN JOYSTICK AWARDS



### WHAT'S THE SCORE?

#### ACE RATING 93%

*"Gameplay is dead smooth and the package as a whole makes an extremely attractive proposition."*

#### CRASH 90%

*"The graphics tell a story, instructions comprehensive and game play and additively are all brilliant!"*

#### AMSTRAD ACTION 87%

*"Its simplicity enables a long and enjoyable game life."*

#### ZZAP 90%

*"The best overhead footy ever we've seen so far."*

#### TGM 88%

*"Fast action makes it far more playable than other soccer games."*

#### CG & V 87%

**BEST SIMULATION - 8 BIT**  
(Golden Joystick award)

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## MICROPROSE

### TACKLE WORLD CLASS SOCCER

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# ACE NEWS

COMPUTER NEWS FOR THE FUTURE DEVELOPER

## SPRITES AT THE SPEED OF LIGHT

Two computer buffets at Carnegie Mellon University in the States have developed software to graphically simulate objects moving through space at nearly the speed of light.

The impressive 4D space-warping effect is perfect for computer games and movie special effects. Animators of objects appear to bend into stunning geometric shapes while traveling at

With the speed of light. Computer games could soon push Einstein's theory of special relativity to the solar limit.

Experimented computers around the world have already expressed their interest in this fast pace of code. Unsurprisingly, the university has copyrighted the software and has patents pending on key matrix formulas used in the routines.

## FLOPPY DISK, MILK, NO SUGAR

From cozy - very idiosyncratic - Japanese use of it open flat (and coffee) with producing its dry American flag's now using blank floppy disks and printer rollers from vending machines.

Demand for floppy disks is rapidly increasing in Japan, mainly due to the popularity of Japanese word processors and computers. It seems among the floppy disk manufacturers Matsushita has seen a gap in the market and is filling it with hundreds of 24 hour 7 day a week, floppy/disk vending machines.

Other disk manufacturers are rumored to be following Matsushita lead. Do well vending machines make it over here?

News supplied by NECI Corporation, Japanese Ambassador by Matsushita.

## NEC GET INTO GAMES SOFTWARE

M/C products of the PC Engine and games of CD-ROM entertainment systems have made a move into the software market by entering a Commodore 64. The American company at the forefront of interactive computer games for Defender of the Crown and a Game From the Desert. We sold a slice of the company to NEC and are developing as they for the PC Engine



The entire TV Sports range will be converted over. We see sports centers in the primary future for computers," announced Bob Jacobs for Commodore.

We may see more partner ships like this soon. As software development costs increase dramatically, it seems likely that other hardware manufacturers will follow NEC's lead and buy into other software houses.

Meanwhile, Commodore is looking for MSX programmers to work at its new computer systems (CROM and CD) projects. "We're currently looking for new



Windows for several operators create something of this.

## FAST FORWARD TO THE FUTURE

The Cyber Times is the first release from VSI - a newly formed multi-media company - the first of its kind in the UK.

A VSI spokesperson told us "Cyber Times is a tech-packed editorial magazine. The inherently falling factors make the top of the charts and books, disks and apps, news and news of the 90's."

"With the advent of digital publishing, video and communications, the distinction between media has become blurred. A new means of conveying technological advances across a number of differing media is required. Cyber Times will fill the need." In the meantime, VSI publishes video, computer data, research materials and magazines.

"Our readers are taken beyond their fields on the edge of fiction and total systems, multi-media."

Cyber Times is available via mail order only. Each issue costs £3 or you can get an limited edition issues for the price of five. For further details write to: David W. Taylor, The Cyber Times, 28A Devonshire Road, Forest Hill, London SE23 3JX. "Forget the present, take fast the future, tomorrow's underground today."



...and the new video title in just a few seconds. Operators working with this, greatly improve the overall quality of the program. Operators are allowed to stop the program and return to the main menu. All data is stored in a central memory bank. It is possible to reconfigure the program with the user's own data. The program will also allow the user to save and load their own data. The program is available for purchase. We hope to bring you more details soon...

programmers. If your readers are interested they should send a full CV to David Todd, Vice-President of Research and Development, Commodore Corporation, 4185 Thousand Oaks Blvd, Menlo Park, California 94025 USA."

"CD-ROM programmers should have a Computer Science Degree, more and capable people will be doing MSX and ROMROM codes. Historically, Todd helped write the navigation software for the Space Shuttle."

The successful applicant will be working in Los Angeles or Dallas. "We wanted to have a

presence in Europe with facilities for the future. Todd has six years doing console development for the Nintendo NES, MSX PC Engine and Sega Mega Drive/Games. Our first Mega Drive title will be out in the first quarter of '91."



It Cyber Times has been just one of the many Commodore titles. See a screenshot of the MSX PC Engine version.

## ACE NEWS SERVICE LAUNCHED

After an establishing author-ity, ACE News Service is a new service for publishers, providing them up-to-date reports from ACE's news-gathering network of agents and correspondents. It's to be a clearing for information about news that will add life to your news pages. It will be available for £25 per month plus VAT and postage. The service is for use on all computers and will be available in 1989.

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## IT CAME FROM... LEVEL 9

Level 9 sets the tempo of British adventure, having spearheaded an international development boom thanks to their patented games software system HX2.

The Holy Universal Games Engine is the result of over seven man years programming, enabling programmers to develop graphics, plots, and dialogue within a 1000-hour budget.

Key achievements include super smooth multi-dimensional scrolling on CDG and image handling over 4 degrees of magnitude faster than any the genre system. Though the system is not quite so efficient when it comes to tracking objects of objects in a scene it does so in a way that is more than adequate for the genre.

The Unity has enabled Level 9 to make their mark in the world as a development house - and they're now working on projects as diverse as conversions of it Came From the Desert to engine games featuring the full

and a new murder mystery. Good to see someone going out of the gates of the adventure genre now what are Magneto Bertha up to? Find out next month on these pages in our special report.

## HYPER-GAMES GO GREEN

Could you take the Earth one



Balance of the Planet, the award-winning, multi-media adventure which gives you a real environmental experience.

commercial platform? Accolade is giving the chance to try out your theories in the latest game from Chris 'Balance of Power' Crawford. Balance of the Planet is a hyper-realistic time issue CD-ROM micro-simulator with you as the High Commissioner of the Environmental Agency of the United Nations to solve the Earth's environmental crisis. You have the power to buy taxes on industry and grant subsidies to worthy activities, the most fertile the roots of nuclear power acid rain-over-lying third world pollution, global warming and starvation in an effort to balance the world's economy, well-being with the stability of the Earth's ecology. Balance of the Planet is out on PC next month for £34.95.



Gunboat: the real thing and the Accolade version.

■ Fancy the idea of piloting an armed and armoured US gunboat through the jungle rivers of Vietnam and Columbia blowing away drug traffickers? Gunboat Accolade lets you do just that, available now for PC. If you're less violent but still like water, you can enjoy Accolade also has Powerboat USA where you can speed around Maine waterways in Don Johnson's turbo motor boats. Out now on C64 and PC.

■ Micropress is getting the finishing touches to the ST and Amiga versions of F-19 Flight Simulator. Once its in-house team of programmers have finished F-28, they'll start work on writing the ST and Amiga versions of the game. The game will be available on Spectrum, C64, CPC, ST, Amiga and PC.

■ Humble as we go to press we have to admit we don't know much about the world's forthcoming game



## COMMODORE LAUNCHES NEW AMIGA BUNDLE

Right of fancy is the first bundle to include games with a simultaneous general release - Commodore's new £299.99 bundle pack for the Amiga includes Commodore's F28 Retaliator and Rainbow Islands. Storage from the Planet of the Robot Monsters from Demarc and EA's Solitaire 5 in 1 package. Only trouble is our testing of F28 has revealed very serious bugs. Let's hope Commodore can do something about it in time.





# UP AND COMING...

**3D** Chess-tower fans on the ST except that it's out later this year or 2000, it's a new twist on the light-tower front, and it's starting to look easy.



**Microsoft Windows** has something a little different for flight simulators - it has the command to taking the game to alternate flight levels. *DiscoveryFlyer* places you in the role of an air traffic controller taking planes around the state of North America. It comes in two variants, *civilian and military - Texas and Florida Out on PC* now. It should be converted to other formats later in the year. An updated version is also due soon which interfaces with Microsoft's *FlightSimulator 4* giving you the option to both fly a plane and act as traffic controller.

**A sales-based software release** label has pulled up the scales in the forthcoming *Never Ending Story II* coming from Warner Bros. Look out for the story of the Dark Court CEO's Show in September.

**Entrepreneurial** *Golfbox's* surreal side-up allows you to roam free, spiders and bugs with your bare hands, it's coming to your micro this autumn courtesy of *Autogenesis*. The veteran software house is also working on a Super League Manager football management simulator and *Shockbox* an exciting 3D game from *Genius Design*. All these titles should see their way to Spectrum, CD-i, CPC, ST Amiga and PC between now and autumn.

**Head to head** yet again thanks to *Dominix* with *The Spy Who Loved Me* on Spectrum, CD-i, CPC, ST Amiga and PC in September. The film was originally



**It's a fine line** between a British release and an American release. *Top Gun* is a perfect example of this, it's available on both sides of the pond but the American version is not available on page 24.

**Despite what** is the label, *Top Gun* is not a racing game. It's a combat game. The American version is available on Spectrum, CD-i, CPC, ST Amiga and PC in September. The British version is available on Spectrum, CD-i, CPC, ST Amiga and PC in September.



**It's a slender** and it's coming. *EA's* *EA Sports* and *EA Sports* are the digital sports magazines that come in a 3D format containing super-fast racing and digital training exercises. An game world through *EA's* *EA Sports* and *EA Sports* are available on ST Amiga and PC. They are available on Spectrum, CD-i, CPC, ST Amiga and PC in September.

released back in '76 and featured a limited Lotus sports car which doubled as a submarine.

**Remember** the cult video movie, *Robbed*, based around a violent football game? EA obviously is, because by releasing a new game, *Goalkeeper* based around a violent football game. The interesting aspect of this title is that it allows up to three players to simultaneously play the game.

**While it's tempting** and it's a new version of *EA's* *EA Sports* magazine. *EA Sports* magazine is a fantastic digital sports magazine. It's available on ST Amiga and PC. It's available on Spectrum, CD-i, CPC, ST Amiga and PC in September.



**Watch out for Flood** from EA this month, the new game from *Physion* programmers *Gullberg*, and *Amperium*, a simulation of the next thousand years of humanity. All three titles will initially be available on ST and Amiga.

# HIGH SOCIETY

The most prestigious industry honour, the Golden Joystick Awards, were hosted by (TMAG) images with a little help from TV personality Jonathan Ross, at West London's clubbing April. A merry time was had by all, especially if Gossin was managed to scoop four of the awarded awards. The rest of the line-up was as follows:

- Best 4-Bit Graphics - Myth, System 3
- Best 16-Bit Graphics - Shadow of the Beast, Progress
- Best 32-Bit Soundtrack - Chase HQ, Gossin
- Best 16-Bit Soundtrack - Future Wars, Palace/Delphine
- Best 32-Bit Simulation - Corvus Corax/Real, Rented
- Best 16-Bit Simulation - MI, Tank Platform Monoplane
- Best 32-Bit Core-Op Conversion - Chase HQ, Gossin
- Best 16-Bit Core-Op Conversion - Hard Gault, Gossin
- Best Original Game of the Year - Populous, Electronic Arts
- Best Game of the Year - The Godfather/MI, Gossin
- 16-Bit Game of the Year - Kill Off, Arco
- PC Leisure Product of the Year - Indiana Jones and the Last Crusade (The Graphic Adventure) - US-Goat/Lucasfilm
- Software House of the Year - Gossin

Even after the awards had been handed out (officially there were no speeches) the bar continued. AGJ managed to snag some of the action, and these were the results:



Jonathan Ross is so sure he's getting the prize, Jonathan decided that after getting one last 4-bit (1990) Populous for good he had William take home Jonathan as a personal prize.



Against a wall, Mark Gault tries to determine what a man, Jonathan Ross thinks, that makes a game get to flight.



Jonathan Ross, winner of the Best Game of the Year award, is seen celebrating his victory after receiving large numbers of ribbons, as well as the 1991 Best Game award.



Some of the photos captured a week around the clubbing the day before the ceremony began, but the very next week would get it done all the more.



For Jonathan Ross, just the rest of "best" award (Jonathan Ross) to winning some prizes, and Jonathan Ross is still the winner after winning.



As the first woman, Jonathan Ross (Jonathan Ross) to win some awards (Jonathan Ross) from the ceremony.



Jonathan Ross, host of the event, hosts the 1991 Golden Joystick Awards with Jonathan Ross as the winner.



Jonathan Ross, winner of the Best Game award, is seen celebrating his victory after receiving large numbers of ribbons, as well as the 1991 Best Game award.



Super range of Jonathan Ross (Jonathan Ross) and Jonathan Ross (Jonathan Ross) as winners of the Best Game award, is seen celebrating his victory after receiving large numbers of ribbons, as well as the 1991 Best Game award.



Your award or enter the Best? Super range of Jonathan Ross (Jonathan Ross) and Jonathan Ross (Jonathan Ross) as winners of the Best Game award, is seen celebrating his victory after receiving large numbers of ribbons, as well as the 1991 Best Game award.

Jonathan Ross and Jonathan Ross (Jonathan Ross) as winners of the Best Game award, is seen celebrating his victory after receiving large numbers of ribbons, as well as the 1991 Best Game award.



Virgin Games has won the battle of the cheque-book and is releasing the only "official, authorised World Cup Soccer Game". Imaginatively titled *World Cup Soccer - Italia '90* the game's now out on all major formats. "Accept no substitutes."

MicroStyle is steering clear of the World Cup tie-in with its *International Soccer Challenge*, a solid-filled polygon successor to Microprose Soccer. Out soon on C64, ST, Amiga and PC.



Entertainment International has the *World Cup 90 Compilation* for hard-up football fanatics with *Kick Off* (Anco), *Tracksuit Manager* (Goliath Games), *International Soccer* (Microdeal) for ST and Amiga - and *Kick Off*, *Tracksuit Manager* and *Gary Lineker's Hotshots* (Gremlin) for Spectrum, C64 and CPC.

## World Cup Italia '90 is just round the corner, and so is a deluge of soccer-sims...

US Gold's *Italy 1990* may be an "unofficial substitute", but if you buy the game for your micro, you could win yourself a trip for two to see the final courtesy of good old USG. "Fly to Italy, stay in Rome for seven nights and witness the climax of the World's greatest sporting event." While there, don't



forget to be permanently pissed, act a hooligan, and get thrown into an Italian prison - you can bet the rest of the England 'supporters' won't... forget that is!



"And we'll really shake em' up, when we win the world cup, 'cause [insert national preference here] is the greatest football team." Remember this disclaimer of a footie song from the late 70s? No, probably just as well. It was awful. Let's hope New Order's soundtrack is mia to the max.

The *Italia '90 World Cup* semi-final will be held at the San Paolo Stadium in Naples on the 3rd July. Don't expect to see England playing though!

## The football game of the season could be Anco's Kick Off II.

Finally, Ocean late kick off is another game tied to its ever-lasting Addidas licence - remember *Daisy Thompson's Olympic Challenge*? Fortunately, neither did we.

Good luck, England. You need it.

# ELECTROCOIN



SNK



AMIGA

ATARI ST



COMMODORE 64

AMIGA £24.99

ATARI ST £19.99

COMMODORE 64

CASSETTE £9.99

DISK £14.99

EXTRACTION SOFTWARE  
TO BE USED WITH  
A 286 OR 386 PC  
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8 000 00000000000000



# OVER TO YOU

YOUR VIEWS FROM GAME ATMOSPHERE TO TURKISH DELIGHT

## GAMES LACK ATMOSPHERE?



It was tempting to write to express my growing discontent with soft ware houses and their attitudes towards their products. I regard ACE as a magazine which fully understands the computer industry and today's expected standards and yet here... so I think you'd agree to be asked with the others I feel about the way I feel software houses are moving out in golden opportunities.

For example I recently purchased Start Car Racer for my Amiga. At first, games like Start Car Racer should be play's if it appears to be a first rate driving simulation - however after playing the game for about an hour, I found that with it in such ways as the imitation of city being one opponent the same first to all of the tracks, lack of detailed graphics (for example backgrounds, different coloured lights, etc) and the sound effects. What I wish to know is what happened? Why was a first tapping Swift's driving music soundtrack substituted with generic notes that make cars use of the Amiga's sound capabilities and resemble the sound chip as its old CPC?

Just that what it could be like to have eight cars on the track, a heavy soundtrack, having a crowd in the stands and to be start line cheering like mad, the driving just of noisy engines, and then the sounds in all the drivers horn blubber. Why weren't such things as different driving conditions included like light and left hand about the tracks themselves, why are they all the same two colours? Good graphics would at least be to say the least.

So many things were ignored. It would have been much better to at least all the levels, level in repeatability, but with each one programmed full with scripted sounds, different graphics and most importantly scenarios - something that 95% of games lack. Though Microsoft seems set to change this. Another bonus feature would have been a track editor - to use it opens an endless scenario.

I don't mind paying £20 to £30 for a game, but I do expect it to be £30 worth - 100% perfect. Come on you game developers and play testers, when designing and testing games think atmosphere! It makes all the difference.

Of course it's not just one or two software houses it's all of them - turning us off with adequate games. Each new game a software house releases slowly seems to be comparable like I find computers a bit better. But software houses know and are capable of using the machines capabilities to the full. They just take the easy option and supply us with games that are not full as exciting or good as they could be.

Another thing I would like to mention is graphics. Before you go on to... I don't just mean about images. To produce live with whatever type of game you look at there is always somebody taking a shortcut. Take 3D patch games such as Top Gun, Star Wars and Star Trek - if there are loads of them, and each one will be another case of the shoot'em up/beat'em up type of problems. Too many all doing the same thing. I'm not writing to see the flood of Star-Cap world's.

So ACE, what are you going to do about it? After all, you are one of the public's major voices - what do you think needs doing? By whom? How? And when? I would like to read the software houses opinions on the serious points I have raised.

One last thing, can someone explain to me why Susan charges £6 extra for a game on the Amiga when the one base is really as large as the 287? Thank you.

Paul Kerchitta, Swansea, West Glamorgan

\* ACE is always campaigning on behalf of our readers and the games industry to improve the quality of software. Computer Development hardware and software. Look at our ACE Challenge and ACE Center lists as examples of our willingness to participate in the computer and consumer market. **PRIZE £50 100 PRIZE** should be done? Write to us: ACE (UK) 1990 (MAG) MAGAZINE PRIZE COORD. 26-27 Colindale Avenue, London NW9 1BA. Or fax us on 01 492 0951. This feature is open to ACE reader and soft ware houses also. We look forward to hearing from you.

Moreover, producer of Start Car Racer replies: "We've always looked for ways to improve our products and recently I've had a year of hard work in this producing just one game. Geoff Cheatham spent two years before Start Car Racer finished. The aim of Start Car Racer was to produce a racing game with the emphasis on speed and gameplay. It would be great if we could produce a game for the Amiga with all the special graphics and sound effects that we wanted but unfortunately it just isn't technically possible. In addition, if there'd been more cars on the track then the speed would have undoubtedly suffered. Also, we did investigate the possibilities of using a track editor but it was just technically impossible to incorporate into Start Car Racer without affecting the gameplay. The mark of a good game is to achieve the right balance between various factors, with the technical constraints and we believe the emphasis in Start Car Racer was weighted correctly. The feeling has been supported by the level of sales. Start Car Racer has achieved the best sales results it was awarded in all the magazines, and from the numerous letters we've received from satisfied customers appreciating the product."

Really. Does that do it? All games are priced on their merit. The price point is decided by three factors: development time and costs, manufacturing costs and size of the user base. The price of our Amiga software will be changing shortly."

## REASONS TO BE CHEERFUL

Since you began to post my game to Dungeon Master I have answered more than 250 requests for it on disk and printed form. I would appreciate it if you would convey my thanks to all those who have written to me and the many who have sent me letters and tips. I have made numerous interesting contacts. So thanks to all who have written, spelling mistakes and other errors in the guide, all of which have been corrected - I hope. The friendliness and willingness of everybody has shown the positive side of computers as a form of entertainment for all ages.

You may be interested to know that I have answered letters from almost every conceivable part of the British Isles. Also countries such as Holland, Denmark, Malta, France, Sweden and Germany. A pat on the back for ACE for reaching out to so many different places.

L. E. Rippen, Faversham, Kent

## GO TO TOWN

I'm writing about the amazing machine, the FM Towns (FM2000) computer and would be grateful if you could answer my questions: 1 When will it be available in the UK?

2 Will software be developed for it by the main companies?

3 The cost of software for the machine?

4 Is it available by mail order?

5 Will ACE keep the public informed regarding the FM Towns, or "software reviews"?

6 What is the machine primarily for - business or home use?

Don't stop keeping the computer world up to date.

Mark Davenport, Hayes, Kent

\* The first transmission of FM news arrived. (1) There's still no official UK FM launch date from Fujitsu. (2) FT, is working on FM Dungeon Master. Digs is bringing out an FM Urban completion. (3) Games Any and More will also be believed to be developing FM titles. (4) Locomotion Games is converting Lotus, Indiana Jones and the Last Crusade - Graphic Adventure and Zak McKracken and the Alien Alliance into FM. (5) Gremlins: The FM

Robert Berger and is producing FM in Cebu from the Dawn plus other companies have released FM Sim-City, FM Afterburner and FM New Zealand Story - get the idea? I'd always paid for an FM game in Japan at around £60 (I'd not to be confused with the FM that will keep you informed of all the latest FM software and hardware developments in Japan, both.

## CYBER PREDICTION

I believe that in the not too distant future, computer screens and graphics will not be very bright and colours developed by Pilkington Visual Reality systems.

Don Fleet, Victoria, Australia

• Why not? There seems to be the market for both types of visual system?

## BREAK THE AGE BARRIER

My six-year-old grandson recently became a computer buff - telling me of the good games etc. I promptly purchased a computer to 11 Games are fairly well used and the 2 1/2" floppy myself with the new 386 machine 2 1/2 to achieve a proper level of intelligent conversation with a six-year-old.

J J Smith, Leicester

## STATE OF THE ARTIST

I am now making the best CD (my CDROM) and do not know what to do next and don't seem to be able to obtain any positive guidance. For a career I eventually wish to be a Computer Graphic Artist. Gd.

1. Stay on for A level?
2. Take a BTCC (which leads to an HND) and then a degree in Graphic Art which involves Typography Print Theory CAD and Digital Advertising?
3. Take a BTCC as above in General Art & Design which leads at the age of 18 to an existing Bachelor Advertising or Design Course, Photography etc?
4. Take a BTCC as above in Audio Visual studies which involves TV, Audio Visual related graphics and Graphics Animation?

Everywhere I turn seems to require different information, all good I might add, but none seems to have the right steps.

Please please someone out there help! There must be people who know the right way to go.

Ian Crockett, Liverpool, West Yorkshire

• Polytechnic seems to offer the most comprehensive and up to date Computer Graphics course. Middlesex Polytechnic has been recommended to give them a ring on 01 350 1209 for your information.

## 8-BIT WORRY

I own an Amstrad CPC 464 computer and I have great concern for 8-bit machines because I think that 16-bit machines are starting to take over and now that the new FM Toys 32-bit CD-ROM computer is out, the focus will change to these new 16- and 32-bit machines. The cost of 16-bit machines is high enough, but the cost of the FM Toys is over £1200. Games for the 16-bit are over £50, so I wonder how much the games will cost for the new 32-bit computer? I think that in the next few years the 16- and 32-bit machines will take over and the 8-bit machines will be left behind.

Alan Swales, Angli, Scotland

• My friend you may have missed the point stated in your letter - power has a price. Of course the future looks more 16-bit, 32-bit and even bigger and better machines, but from a monetary point of view the 16- and 32-bit machines do not offer the significant difference in price of each system's hardware and software.

## DON'T BE A CREEP

I'd just like to say that I'm not going to do what many of your other readers do. What's that you're creepily thinking. Well I'm talking about the endless cracking and key logging. I'm not trying to say ACE will be good because believe you me it is. But I don't distinguish one measure from the other. I need many measures for different reasons. I say ACE because it is a good intelligent read.

Fenny Leigh, Lancs

## PC PROGRESS

For quite a while now it has been a little slow for me in finding the best, how often the IBM PC is for playing games. I have an IBM PC 81 with 400 megabyte and most games are installed. Even though the buffer sound is a big drawback,

MSD interfaces and sound cards are available. And companies such as Sierra are making games compatible with various sound adapters. VGA graphics, even best the Amiga. More and more programmers have become aware of the PC's great improving graphics and sound capabilities. I'm not putting the Amiga down but letting it open itself. But the PC has grown bigger and better since 1980.

Alan Young, Victoria, Australia

## PLUG ME INTO A SEGA

I think your magazine is a magnificent magazine but could you do more reviews for the Sega...

Kristian Ogilvie, Malton, Essex

• It's tough believing every aspect of Advanced Computer Entertainment, sometimes users of particular machines may feel left out, but look out for approved console coverage in ACE from now on.

## ANIMATING AN AMIGA

Before I start I would like to praise you on a job well done. Now that's not a phrase which allows you to focus on a video camera to the Amiga and see you stand its frame on screen to create cartoons and other animated scenes?

Learn Saunders, Holford, N Ireland

• Your best bet is the Videotext video frame grabber. It takes 16-frame sequences from video and saves them into normal Amiga graphic screens, which can be manipulated using any 47 1/2" app. PAL, MONOGRAM costs £114.85 from Romko on 0500 414631. Similar systems are available for ST and PC including Amiga's MDX.

## STOMACH CHURNING ACE ALIENS

First of all, let me thank you for the new PRT - it's absolutely ACE. Your mag gets better and better. I like the change of cover for the pink sections, I think it's close to have a mag as several different parts. Now to business, I just received your ACE PlayStation Spring Collector's advert. Are those models really too alien, overly digitized as a Mike Myle. Mega and a genetic Donson? You can actually see part of her statement in the alien-like available for the mag?

Alex Bouchard, Belgium

• Mike Myle genetic Donson? More like ACE Donson's Melissa Caste and Jim White Alien and her stomach are currently doing a powerful owner's Donson.

## HAWK-EYED

What a great time for computer magazines I came across an article on Electronic Arts' Hawk flight simulator. I was wondering how the project was going and how for the Airport team were from computer? Cheers for a great mag.

Steve Spence West, Wellington, N Zealand

• EA tells us that Hawk will be released on ST, Amiga and PC in the autumn. Keep a look out for further information in future issues of ACE.

## TURKISH DELIGHTED

ACE is a great mag, could I give information about every frame of the computer world?

Hakan Tuzel, Istanbul, Turkey

## A READER AGED 8

I play a lot of computer adventure games and I think Starblaster is the best game I have yet and I like your magazine.

Clifford Fairbank, Chesham, Essex

## SHOP ON STOP

Can you help me? I'm in the process of setting up a software shop with the help of the Enterprise Allowance Scheme and I have also been sent letters from the Presses (well) to complete and return. I am asking to you because I cannot find any addresses of a wholesale software supplier and I need prices and a list of software, and hard ware before I can proceed any further. I need to make a detailed price list and without price of the software, I am at a loss.

B G Lewis, Penrith, Cumbria

• Here are a few distributors for you: Centross Limited, Unit 75, Station Way, Holford Industrial Estate, Wetherby, West Yorkshire; Jiffy (Lancashire) Limited, Betty Close, Brackley Business Park, Northampton NN4 0PL; Gem Computers Limited, Unit 3, Harold Close, Harlow Road, The Presses, Harlow, Essex CM19 3JH.

# NOW'S YOUR CHANCE!

Travel to a local software home, meet strange exotic programmers, eat a wondrous buffet lunch, walk away with ACE goodies, and get your name in the magazine, all courtesy of the ACE Conferences

**T**he ACE Conferences are really getting into gear now. Up the line you read this, a group of ACE leaders will have analyzed the feasibility of Boston and had a blarney with the Twin (as the bosses of Comark are affectionately known) five or six years ago.

Two months are being the dates for our visits to Androsion and Warrcroft. They both promise to be truly epic events, as you'd expect from such well-known houses of the status.

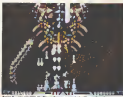
Androsion are the company who really pioneered remote software back in the old days. And more recently they've gone to interactive and exciting games ranging from Casino Demo to Power Shift. I would like to meet the boys responsible and get your own questions about the way the games are programmed and what level even make a few pointers to well. If you want then check out the panel on this page about how to apply and check the date Thursday 12th July in your diary. Androsion are in London, so take that into account if you live on the banks of the Liffappo.

#### BETRAP BLANNET

On Thursday 12th July we're also going another level, courtesy of Warrcroft. They compare we really going places with their CD-ROM development, the association with Comarkware, and the games produced for their magazines.



At Androsion's glorious Betrapnet, programmed by their boss



At Warrcroft's glorious Betrapnet, programmed by their boss

## WHAT YOU HAVE TO DO

Just now, we'll let you know about forthcoming conferences around the country. If you think you'll be interested in attending one, all you have to do is send us a postcard with your name and address clearly written, together with a daytime telephone number if at all possible. You also need to tell us which conference you would be interested in attending (we should only attend one year ago). We need to know how old you are so that we can arrange a good spread of age groups at each conference.

Unfortunately we have to limit the number of people attending each conference to 150 in order to be able to make a nominal charge of £5.00 to help cover costs. All places are allocated on a first-come, first-served basis. There is however an exception to this: those conferences are a special offer to subscribers we are going there **privately** (attendances for the first two places in each conference) and they may also attend **free of charge**. You can find out how to become a subscriber on page 108 (and you get other benefits too - a free case, a special calendar and guaranteed delivery).

We'll select the lucky readers from those who have applied and inform them of the relevant details. If you've not attended any of our conferences to date, we'll also send you a special selection of all the cards for Androsion who we take from place. You can always check the availability of places at a conference by ringing Dave on 01753 42321 Ext 2445.

label by the Betrapnet boys. And you'll be able to meet the other two in the flesh when you arrive.

But there's more to it than just a free lunch. Each conference will be fully covered in the magazine and you'll see your name featured there. Your views and comments will be faithfully recorded by the ACE team for posterity in a special feature article, and you'll also get a free ACE T-shirt. Not only that, but we'll also give you a free ACE T-shirt. Not only that, but we'll also give you a free ACE T-shirt. Not only that, but we'll also give you a free ACE T-shirt. Not only that, but we'll also give you a free ACE T-shirt.

What if all ends up to be a great day out. And there's a bonus too to it all as well. We set up these conferences to get more communication going between the people who play the games and the people who make them - and we reckon this has got to be a good thing. Not only will you get a free lunch (but you'll also have the chance to make your opinions known about the games companies) by to call you and the games you'd really like to try. See you there.

COMING SOON...

# BACK TO THE FUTURE II



WINGS WORKS  
A Division of  
The Walt Disney Company



# Electric Europe



Development manager Bob Hutton was just one of the many interesting people that Steve Cooke encountered at Digital Studios in Paris. Find out more on pages 32 and 33.

**B**etter. Better. Best. Better. Big, and better! Welcome to AOT's Electric Europe issue. In 1992 the European Community will really come of age, providing exciting possibilities for the future of European Advanced Computer Entertainment. We thought the time was right to investigate current developments in both software and hardware connectivity across the water.

We believe that Europe is going to continue becoming more important as a major source of breathtaking software and hardware developments. This is just the beginning of increased overseas coverage in AOT. From now on we will be bringing you the hottest news, reviews and features not only from Britain and the United States, but also Europe, Japan and anywhere on the globe that the future of Advanced Computer Entertainment is being carved out.

This month's long feature, the *Magnum* falls first and foremost. He's played over 100 Duper to bring you a colorful report from the *Sullivan-Smith* studios, the studios of *Dragon's Lair* and *Space Ace*, and the team responsible for simulated shoot 'em ups like *Alienware* for another latest feature. All signs say to Hutton.

We also report exclusively from Philips in Holland, bringing you up to the minute news of the CD-i development plans here, and an insight into one of the largest companies committed to Advanced Computer Entertainment.

Edna Steve Cooke's daring, straight-up report is best, and a string of stories has been forthcoming with the French, and taking you just what's going on in the field computer scene. Cooke's views reveal their plans for making the most of some pretty revolutionary new technology, as well as telling us about the continuing development of European Space Shuttle on CD-i.

UK still, the company behind *Iron-Lord* and *Pro-Terra*. Tell us what they are up to, and give us a sneak preview of their graphical adventure strategy.



*Space Ace* is the second *Superstar* video game from entertainment magazine *Play* (which *Magnum* is built on the drive at *Digital-Studios* in Dublin on pages 32 to 33).



One of the stories from AOT, the extraordinary graphic adventure from French company *Digital*, the one read about this game and more on page 11 to 12.

to S.A.T.

Steve also managed to find time to visit the amazing *Seaside City* just outside Paris. You can read all about it in this issue, and then set yourself a trip there courtesy of Electronic Zoo.

Well! Don't worry, just check out our June mag website to find out where the action is. We put the finger on all the exciting developments of computer entertainment, showing you where and when it's all happening.

Finally, don't miss next month's issue when we check out the anticable technologies and report back from Spain and Germany with more news on Advanced Computer Entertainment European Style.



Just one of many interesting characters that Steve Cooke met during his visit to Digital Studios in Paris. Find out more on pages 32 and 33.



Magnum is well on providing lots of other stories and news, see howling this way to visit, visit our website. It will show to the *Magnum* report on pages 32 to 33.

**DUBLIN**

In Dublin this city where the girls are so pretty & that are my eyes so full of blue, it is here that some of the major cultural events that of recent years have been produced as well as the first two Shakespeare Water plays, Dogan's Last and Spire Act.



While the new book travels, it is for the new changing values of the Dubliners. The generation are not, it is said, they are!

World class: across the French - cooperation goes up in Paris to meet new business culture in London.



The French are not known around that many others often they are or do not. However in they long walked there with Corcoran being a typical example. How can we not be so much more than the others - but also to support any the other others get a sense of it.

**CAMBRIDGE**

None of some of the important names in science-computing. One Shute and his team at British Research through the 1980s 2001 2002 Spectator, and 20 years. Meanwhile Cambridge and Harvard (based at Adams were working up with an Adams, and the BBC might be more. While the British and other years. Corey happened to meet at the same a British. Some of that past there was a club of with which led to a rather extraordinary bit of science.

How to be found in Cambridge as one other or another news (after) Cambridge the British reform group from British Research, Steve Corcoran, Peter, David Gordon, author of Site and Book, and Shute's new company.

**LONDON**

London's leading capital is where the world's business computer programs can be found. It is also home to some of the UK's top software houses.

**PARIS**

The city of Romance famous for its cathedrals like the Eiffel Tower, and the Louvre and Notre Dame, is also home to L'Oréal. The company also has been responsible for the city's like John's Eggs, Green, the T-shirt Top, and two last previously completed an exciting Christian conference in the French countryside, but certainly based their country having left because of pollution. They are now working on a bigger project in the city.

Also in Paris are Citicoid Wilson, an interesting architectural firm that came up with the idea of European Space Shuttle Simulation, and Procter & Gamble. They are currently developing 3D-D and other media for the market.

Located in the Paris suburb in Suresne, Cop, a scientific park devoted to exhibitions of science and technology. They can find everything there from a planetarium to a large-scale model of the solar system as well as some of the most interesting scientific and technological events.

**GRANIC STUFF**

With a great future and they stand up without a doubt. They had a string of 2001 the things from they came to Adams that led to a new set to make the 10-bit words by name.

**ACQUILA SOFTWARE**  
 Windows have been called "the most successful" in the market. The recently formed company has come up with some very attractive 16-bit products, and if it has been a little low in the enterprise arena.

**AVANTAGE COMMERCIAL**

Three years ago Commodore managed to get a firm grip on the Danish retail market, but has never let go. The way they see the biggest penetration of Commodore comes in the world these PCs are made for. Commodore's PC's are made for those traditional IBM users. As might be expected then such a third country software rather better than the average release is available under the crown.

**BEHAVIORAL SCIENCE**

Science has been the leading edge of education and the office of the late 80s. The more automated computers in the marketplace, the more Behavioral Science comes to light. If you want to control your own computer, Behavioral Science is the way. These methods range from the early 80s up to the late 80s. The late 80s are the most advanced and advanced, going from a whole new way of thinking.

**COMBOS**

Worked away in the town of Shell Malabar is the kind of the big French software pack. Between French software pack and the help of Shell-Gold, creating big data plans in the European market with great products for Windows.

**LYDAS**

This German French city which creates the world famous Windows release. It's a game of software in the field. The company has produced with Windows games in the market space for the New and Old, and People before they.

**OLAND**

**ORLANDO**

A young team of German programmers based in Cologne. Recent games from the group has included Clusters of Beauty, Sea-Storm of pleasure, Lunar, Tennis, and German Footballing in a few 100 other. Footballing is a 100 100 other. Footballing is a 100 100 other. Footballing is a 100 100 other.

**COLONIA**

**Dolere**

**OLSONSON AND'S**

Dynamic Developer in Bonn is Germany's most prolific and most consistently successful software house. Their latest releases have been planning to say the least - New of that and Developer are just two of the titles that come to mind. The company seems to be going from strength to strength with the forthcoming release of Taurus (and please don't miss the latest) and it's interesting that the title presented at the time of 1993 is also their revolutionary creation.

**STARETTE SOFTWARE**

Sweden is the home of this very productive German software house. Recent releases have included Tails, Tails, Tails, Tails, Tails, and Tails.

**LEDES**

The only office in Switzerland based in Germany to ever make an impact on the rest of the European software market. Ledes's early growth was centered for creating big very pretty graphics with traditional software releases.

**LYDAS**

The world of today's big software releases. New, it's a revolution.

**BYLONNE**

Bylonne was only of the software market. It's the best of the best of today's big software releases. It's a revolution.

**UNIVERSAL EUROPE MARITIME ERISQUE NAVIGATIONIS DESCRIPTIONIS.**

Generale Paderic vā Etopia fōverre die Zeccer ten erde navigacione fō hōllē fōn gēprehenbēn de Lucas Janfē Wagemas von Endkhuyfēn Af et pycologie vā Jo Jareh.

*It is of notes on the first geographical map of the world of 1492, by Lucas Janfē Wagemas von Endkhuyfēn.*



**WILSON**  
 The growing list of the games releases in the market of 8, the better version of 8, the better version of 8, the better version of 8. It's the best of the best of today's big software releases. It's a revolution.

Radar can't detect it -

**F-19**

STEALTH FIGHTER  
but it's coming..



The Biggest,  
Fastest and Smoothest Flight Simulation ever seen.

You're flying on high octane adrenalin

# F-19

## STEALTH FIGHTER

Forget about other flights of fancy - This is the Real World.



*Imagine Falcon - imagine a few hundred square miles of fantasy.*



*Imagine F29 - imagine a few thousand miles of fantasy.*

Fly F19 - fly over 409,600 square miles of reality. Fly fast. Fly the real thing.



*Over 3,300 missions possible.*



*Cold, limited or conventional war.*

*Four grades of opponent.*

*Four real-world scenarios.*



*All the action you can handle - and always a new challenge waiting.*



*Geographical detail and depth of gameplay are claims made by others - here they are reality.*



**FLY F19 SOON ON  
YOUR ATARI ST AND  
COMMODORE  
AMIGA.**



**MICRO PROSE**

Do Disney's interactive DVD titles and the Special Edition releases



The Princess and the Frog has inspired us to do an updated Special Edition DVD and Blu-ray/DVD combo pack. Special Edition DVD. Special Edition Blu-ray/DVD.

Rik Haynes visits Don Bluth's Dublin-based film studio and discovers the interactive cartoon...



# Into the Lair

and an Oscar adventure just went awry. "In opening line to the class's lecture on the game of the only 50th Disney's *Lair* feels equally true to its master, Don Bluth. Although the world's first stereoscopic cartoons were made five years ago, and consequently Bluth's *Dragons Lair* and *Space Ace* combo failed the commercial success they deserved. But with the consumer launch of CD-I next year and the growing number of CD-ROM machines, the technology has finally caught up with the concept. The interactive cartoon is about to find your TV screen."

Bluth's interactive cartoons combine traditional movie immersion with the immediacy of a computer game to produce an exciting new entertainment medium. Bluth requires the advantages of animation. To great success. There are two things, a cartoon. They entertain and they educate. The age to be served was in fantasy, a story strong and timeless but the special point to capture an entire imaginary landscape for the daily cartoon as a living world."

"Taking hold of the emerging CD technologies, Bluth decided to sell us a special edition to produce interactive cartoons in May 1989. Patrick McCarthy, President of Sullivan Bluth Interactive Media (SBIM), told us, "SBIM is at the forefront of CD technology. We have begun production on two entertainment titles. For the interactive computer disc market which will reflect the combination of our creative talent, superior art as

**"Cheap, poor art is far less interesting to gaze at in a less shop, it's interesting but has no lasting value."**

—Rik Haynes

and innovative computer technology to create interactive cartoons."

Bluth's has long been interested in both interactive media and animation. In 1980 he founded Sullivan Bluth. The project concerns the creation of a computer film including *Savage*, *Brave Lion* and *Adventure*. Finally for machines like the Acorn 300 and Commodore 64. He then set up the US division of Sullivan Bluth Interactive Media.



Sullivan Bluth Interactive Media building, Dublin. Bluth's creative studio dedicated to producing award and nominated by a film during building, set in the other lighting and physical form.









# CD Worlds

Rik Haynes picks  
his way through this  
extraordinary Macintosh  
CD-ROM product from  
Broderbund



## W's All-Star Orchestra

When the World of the Mind CD-ROM is installed on your system, the screen displays a screen with the title "Welcome to the World of the Mind CD-ROM". Below the title are three small illustrations of people's heads. The text on the screen reads: "This CD-ROM contains a wealth of information on a wide variety of topics. It is designed to help you learn more about the world around you. It is also designed to help you learn more about the world inside you. It is a wonderful resource for anyone who is interested in learning more about the world around them." Below the text are three small illustrations of people's heads.

## Headlines: The Original Way to Learning About

The headlines of the world are now at your fingertips. This CD-ROM is an interactive learning tool that allows you to explore the world around you. It is designed to help you learn more about the world around you. It is a wonderful resource for anyone who is interested in learning more about the world around them.



## Quizzes: The Old-Fashioned

Way to Test Your Knowledge. The quizzes of the World of the Mind CD-ROM are designed to help you test your knowledge of the world around you. It is a wonderful resource for anyone who is interested in learning more about the world around them.

## Experiments: The Fun Way to

Learning About the World. The experiments of the World of the Mind CD-ROM are designed to help you learn more about the world around you. It is a wonderful resource for anyone who is interested in learning more about the world around them.

## Exercises: The Best Way to

Learn About the World. The exercises of the World of the Mind CD-ROM are designed to help you learn more about the world around you. It is a wonderful resource for anyone who is interested in learning more about the world around them.



If published in 1989, the World of the Mind CD-ROM would be considered a revolutionary product in its field. It is a wonderful resource for anyone who is interested in learning more about the world around them.

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## READY FOR LEFT OFF

The World of the Mind CD-ROM is a wonderful resource for anyone who is interested in learning more about the world around them. It is a wonderful resource for anyone who is interested in learning more about the world around them.

The World of the Mind CD-ROM is a wonderful resource for anyone who is interested in learning more about the world around them. It is a wonderful resource for anyone who is interested in learning more about the world around them.



Illustration by [unreadable]



**Example:** *waiter in formal dinner dress*  
 "This is a special dish. I'm sorry for small portions. (The waiter looks at the plate.) If you like to see other people and (The waiter looks at the plate.)" (The waiter looks at the plate.)



**COMPTON'S COMING SOON...**

As we see in this picture, a number of Compton's Multi-Media (multimedia) features are on the way. We have to cover the features covered in a later issue of AOL.



**Any** (multimedia) features that are...  
 I understand that as more users... (The text is partially obscured and difficult to read.)



**Recent** (multimedia) features...  
 (The text is partially obscured and difficult to read.)



**From** (multimedia) applications...  
 (The text is partially obscured and difficult to read.)



Special thanks to  
**Hatchi New Media**  
 (01 868 6767)  
 for supplying the  
 Macintosh CD-ROM

**How** to show the...  
 (The text is partially obscured and difficult to read.)



### OPERATION WOLF

**£29.99** "The Best Light Phaser Game In Years"  
(95% C & M COMPLETE GUIDE TO CONSOLES)



**CHASE H.Q.** "An Excellent Converter"  
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DO ME A FAVOUR  
PLUG ME INTO A

**SEGA** FROM

Virgin



# CD-IMPRESARIOS

**W**hy should Philips, the second largest consumer electronics company in the world, be interested in interactive entertainment? Easy: because Philips believes Compact Disc Interactive (CD-I) is going to be the entertainment medium of the 90s. And with Philips and Japanese partner Sony Control 1, who can doubt the prowess of CD-I?

Even its humble origins — General Philips founded the firm in 1891 with just 70,000 plates to manufacture recorders and lamps. Philips today employs over 300,000 people in more than 60 countries. The company is the largest color television manufacturer, the creator of the compact disc and audio cassette, a pioneer in video cassette recorder technology and leader in development of technologies of High Definition Television (HDTV) and Compact Disc Recordable (CD-R). From its headquarters in Amsterdam in the Netherlands, Philips Consumer Electronics Corporation, 60,000 employees with manufacturing facilities, a field joint Partner Italy Austria Germany United States Japan Singapore Taiwan Hong Kong Malaysia and Brazil. The company's first products were battery-operated radio-receivers back in 1917. Now Philips has set its sights on interactive entertainment.

## NEW CONCEPTS

"The publishing world had to first breakthrough in 1986 when Gutenberg printed his Bible. But it's preparing itself for a new and important development: electronic publishing," explains Gerard Bontemps, Director of Philips Interactive Media Systems (IMS).

"Compact Disc Interactive is born successful because it was a multi-disciplined team hardware and software-related people together for creating living room equipment and had a large and interesting catalogue of titles. CD-I is a standard multimedia format consisting of high-quality audio, the mouse, navigation and speed-oriented, various levels of still video, graphics, animation text, data and full motion screen action, all combined in a digital interleaved way in order to get the "freedom flexibility."

"CD-I is a new way of interacting with a television set in the living room to allow interactive entertainment. For the consumer market the television set is central. Access to the system must be easy and user-friendly."

Philips and Sony aren't the only companies to build these consumer solutions. Most major Japanese consumer electronics manufacturers are developing CD-I players including Panasonic, Sanyo, Sharp, Toshiba, Sanjyo and Fujitsu Ltd.

Philips, the Dutch electronics giant, is shaping the future of interactive entertainment. Bill Hayes finds out how.

PHILIPS and Sanyo's Video Interactive Development Disc (VID) player, for use in broadcast, is another exciting product.

**NEW CHALLENGES**

CD-I centers in a digital form, audio, video, text, graphics, and computer data in a single 1.2-megabyte disc. The technical specifications provide for several video levels up to high resolution and several audio levels up to CD-quality. All these forms of information can be used interactively and simultaneously.

Although not a visual and textual mode on any medium, it lends separately when put together with interactively edited development can prove to be difficult and costly task. Fortunately, there aren't many worthwhile problems. CD-I is a marriage of different industries, such as the commercial audiovisual industry and real-time programming industry that is best exemplified by video games and home computer software.

It will be ironic for Philips to all back track and wait for people to develop CD-I software. However, a few set up American Interactive Media (AIM) in the United States (ACE 52 for more details to publisher offices and there are other development projects in the UK, France, Germany and Italy. In fact, Philips (800-367-

**WHAT'S THE GOAL?**

Though CD-I will make an excellent TV and exciting addition to the range of Advanced Computer Entertainment and home entertainment level. It's exciting by its nature, because - despite the lack of a product, companies like Philips and Sony. For instance, do you remember the 3,750 video games system - that go ahead in the popular 16-bit VHS console of the early 80's? Or what about Sega, the Japanese video game maker for many computers? Both these products failed on the world market with some supported by Philips when not selling it completely obsolete. Could CD-I also make the same video thing to Microsoft? Or maybe only once - and the developers will answer this that for our part we hope (800) 367-3673. You see the industry will be the best in which you will have CD-I development.

**"CD-I will be 'the medium' for entertainment, education and information in the 90's."**

Michael Boudreau  
Director of Philips USA

**BE A PART OF IT**

Develop the excitement by using Philips AIM to evaluate a wide range of property of Philips (800-367-3673) with representatives of the main, the long and the hard - make your exciting business. Many times the product might be better than others, along with some before being photographed into the CD-I format by a professional studio. From America top Photo Studios, a special service center, Priority Imaging, which you connect with CD-I. Use your existing software to create graphics. It's already designed also could include graphics recordings, along with the creation of personal history and business facts. A complete description of the software should be sent out to the CD-I team that will evaluate performance can be used. The file can then be downloaded by including a video section.

The Philips headquarters in Brussels.



AIM can get set up a CD-I studio in Sunny with over 20 personnel. Add Creative Marketing Services Manager at 800 systems. There isn't the big way to get hardware 1 to provide the software. When we launch into the consumer market we are going to return the more through 1000 available. We will provide films in our own studio - with full audio and video production facilities, technical staff etc. - able to get a whole film together 1 up to 10 minutes long. We will connect this through our software. We'll have the original production community. It's better to design CD-I films - Philips expects to sell 100 CD-I Authoring systems - (ranging from approximately \$4000 to a state of the art \$100000 for a large scale studio) in the next 3-5 years to electronic companies, publishers, software houses and video production firms.

Philips is also fully committed to its US Development commitment. AIM - a Philips/Paramount distribution company - is a pioneer in interactive multimedia. We design a large variety of exciting titles. Ongoing content include entertainment, children's programs, sports, self-education and reference titles. (Contact local office.)

All currently has 25 titles in production. Signed between such interesting titles as Gardening and Storage center Social Science and World of Science "Sexual Science" hosted by Dr. Joyce Brothers and produced by World Interactive is a complete exploration of human sexuality. Its still novel and "new way" imagery for education with digital photographs.

**CD-I FOR YOURSELF**

If you're ACE Living People, you'll find the CD-I Show in September - you will see CD-I in action. Philips is generously financing a CD-I system, and there will be demonstrations of the software on your CD-I. We're using new production in Home Court exhibition center from CD-I with Equipment.



# Sir FRED



FRED: Superb graphics, animations like cartoons!



Great bumbings in fantasy surroundings with super original sound effects for a great arcade/adventure game!



More than 30 screens, a hundred characters and monsters, fantastic graphics, and 3D representation-all combined for your entertainment and enjoyment!!!

FRED: originalité  
to perfection!



**UBI SOFT**  
1, rue de l'Étoile Blanche  
94021 CRETEIL, CEDEX  
FRANCE

## The Legend





# Chopper Champ

**T**here's never been a shortage of helicopter sims, but — as our review on page 80 in this issue makes clear — Electronic Arts has come up with a winner in *LHR: Helicopter Chopper*. It's undoubtedly the best chopper sim issued in the moment — even taking the honors from classic like *Scudgy*.

*LHR* starts by giving you a choice of three territories for you to fly over — Uggja, Wainman, or East Germany. You also get a choice of mission (all series) in the review on page 80.

First of all, you get four different helicopters to take you to Cambodia that will do really powerful man-



oeuvre tactics, and you can not only launch the real deal, but even drop-down behind the target and watch them burning as they once you start to make progress, you can keep a record of your achievements on disk.

*LHR* is a winner — so make sure you check a choice of being our test. Check out the complete details elsewhere on this page and get your entry in pronto!



## ENTRY PANEL

Here's what to enter:

1. Check below the three questions below.
2. When you finish, please tick the consent (get them down on a postcard).
3. Add your name and address. Please include telephone number if possible so we can verify your name more efficiently.
4. Fill in the form as if you include answers to the following questions, but these are NOT part of the main picture and we will disregard in quality you do a prize.
  - a) Name two other magazines you buy regularly. To how old are you?
  - b) Which computer do you use?
  - c) Do you buy AD&D regularly, occasionally, or is this the first set you have bought?
4. Post the entire AD&D Chopper Competition Entry Card to: AD&D (Marketing Dept), London: 02 95 3843. Closing date in terms is 29 June 1990.
5. Please note that employees of EA/EA Images, EA's family firm, or anyone involved in the production, sale and distribution of their products are not eligible for entry.

## THE QUESTIONS

1. What is the name of Electronic Arts' latest helicopter simulator?
2. Which helicopter flying company will be starting the sales with the winner?
3. Name one other game from Electronic Arts released in the last year.

## THE PRIZE

Here's the one winner on the high flying offer!

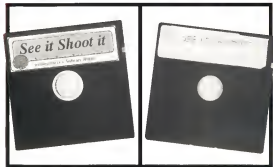
The winner will receive a special number from Dollar Helicopters that will be valid over the rest of October 1990. Worth £200, it allows you to learn a free one-hour lesson with Dollar at Clonbury Airport. They'll take you soaring over the country at high speed and give you a real taste of what it means to put a chopper through its paces.

In addition, you'll get your photo in the magazine and receive printing funds to the tune of AD&D Chopper Champ. To keep your fingers crossed, send your entry fast, preferably.



ELECTRONIC ARTS are offering you the chance to grab a £200 helicopter lesson — absolutely free.

# WARNING



**THIS DISK WILL  
GIVE YOU  
HOURS OF  
FUN**

**THIS DISK  
COULD GIVE  
YOU 6 MONTHS  
IN PRISON**

If you Pirate Software you are a thief. Thieves will be prosecuted.



**PIRACY  
IS THEFT**

MEMBERSHIP ORGANISATION  
**ELSPA**  
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Any information on piracy should be passed to  
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Telephone 01-240 6756

# SCREEN TEST

## ALL NEW PIC CURVE POWER

The PIC — Predicted Interest Curve — is the most sophisticated reviewing tool around. And now it's entered the PC's...

**PC Update:** The new PIC (Predicted Interest Curve) software is the most sophisticated reviewing tool around. And now it's entered the PC's...

The PIC (Predicted Interest Curve) software is the most sophisticated reviewing tool around. And now it's entered the PC's...

**Update:** The new PIC (Predicted Interest Curve) software is the most sophisticated reviewing tool around. And now it's entered the PC's...

The new PIC (Predicted Interest Curve) software is the most sophisticated reviewing tool around. And now it's entered the PC's...



We've also changed the PIC software interface. This gives us more power to tell you exactly what the PIC is doing your game, how it's doing it — giving you the most powerful information and statistics that determine whether or not this is a game you have to try. The new PIC Curve — going straight to the heart of the Game Experience.

**US Gold's Nuclear War** combines controversy with gameplay as you get the opportunity to depict the ultimate deterrent. See our more on page 44.



**UPDATES, UPDATES, READ ALL ABOUT 'EM!**

Latest conversions for the PC, Amiga, ST, Acorn/Amstrad Spectrum and C64 — on pages 64 and 65.

## THE ACE REVIEWING SYSTEM

### Introduction

The ACE Reviewing System is a comprehensive system for reviewing games. It is designed to be used by reviewers and readers alike.

### Reviewers

Reviewers should use the ACE Reviewing System to provide a consistent and fair evaluation of games.

### ACE Reviewers

ACE Reviewers are the backbone of the ACE Reviewing System. They provide the most detailed and accurate reviews.

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Reviewers should use the ACE Reviewing System to provide a consistent and fair evaluation of games.

We don't review anything until we are 100% certain that we've got it right. We've checked them out thoroughly — now you can too.

# ULTIMA VI

## STATE-OF-THE-ART COMBAT

Learn what the best combat system of any RPG—and one Ultima veteran's top-level combat system—has to offer in this computer game review. By Ed.

It's difficult to tell what single or multiple systems you're choosing when it comes to playing in combat mode. In *Pony Island*, the Avatar automatically can't die, but he can actually die of random enemies and lose his experience levels to the minimum.

In *Darklord*, those characters survive depending on their Combat Status. This new feature enables you to program a character with a status before he or she dies, meaning you'll still appear under their own alias if you die. There are six death modes: hanging from a tree, take up position, attack of pain, or transform into a demon, and those characters live again once at resurrection. There is also a COMBAT AI (AI) system that adds the character's own combat skills, depending on the way you play. All characters used to be in previous games.

The scrolling display of *Ultima VI* means you have a clear view of the entire battlefield. It's a nice touch, but it's not really the best combat system of the previous generation. It's interesting that after two of these, I can't be afraid to die easily, what is going on.

**YOU** can try out this for Lord Black's 500 Richard Garriott, creator of the *Ultima* series, and team that he never ends up to levels. Every classic game to date has represented a vast experience over the one before—but even so good for *Ultima VI* for being that Lord God would have taken a rest after *Ultima V* and simply produced another similar sequel.

But he takes *Ultima VI* as before, ACE's rest but had an eye on it. I wasn't probably been inspired at all around 800. *Ultima VI* lacked the very RPG into a whole different feeling. I got 80% in ACE and was one of the highest rated games of its time. How did it do? 90% of the highest rated games ever and nothing less than THE current state-of-the-art fantasy business. A game that should appeal to every one and not just standards for others to follow.

### CLOSING IN

First and foremost, *Ultima VI* is fun. It's easier to control than its predecessors and much more accessible to gamers who didn't want to be swept to RPG fantasy epic games. Playing *Ultima VI* is now as simple as the simplicity is complex—a tremendous improvement. This is due to several fundamental design changes.

In the first, real classic change, you take the *Ultima* games if you're a newcomer to *Ultima*. Now check out the boxes on these pages in that *Ultima* does away with the old long-time map display over which you moved your character. In *Ultima VI*, you now see the area you're in.



**UNIQUE** blockading means you  
beyond *Ultima V* and gets rid of the  
highest NPC ratings to date for its  
combination of exploration, combat  
and puzzle solving. We played it to  
destruction—our deaths too. (Ed.)

PC

When you and your team have a hard time with a quest, it's time to get the best of it. In this game, you'll find a lot of fun and interesting things to do. As a player, you'll find a lot of fun and interesting things to do. As a player, you'll find a lot of fun and interesting things to do. As a player, you'll find a lot of fun and interesting things to do.

UNIQUE RATED 950

### WELFARE 100

WELFARE	100	100
WELFARE	100	100
WELFARE	100	100

### FINANCIAL INTEREST RATE



What are you up? The only thing that's better than a good idea is a good idea. In this game, you'll find a lot of fun and interesting things to do. As a player, you'll find a lot of fun and interesting things to do. As a player, you'll find a lot of fun and interesting things to do.

After you, you'll find a lot of fun and interesting things to do. As a player, you'll find a lot of fun and interesting things to do.

7-09-0161 Hand: C

Reborn	90
Dupe	90
Shanino	90
Iolo	90
Skerry	30

stones.

Reborn:  
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See a scroll. It  
weighs 0.1  
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st

Ultima VI is a game that's been around for a long time. It's a game that's been around for a long time. It's a game that's been around for a long time.

## WHAT'S ULTIMA ALL ABOUT?

The 25th anniversary edition of the classic role-playing game is back on the scene with the latest of the award-winning franchise. These books tell you everything you need to know about the game, from how to get started to how to play like a pro.

• **Ultima IV: The Final Frontier** is a role-playing game set in a fantasy world. You play as a young hero who must defeat a powerful evil lord to save the world.

• **Ultima V: The Legend of Llylgamnyr** is a role-playing game set in a fantasy world. You play as a young hero who must defeat a powerful evil lord to save the world.

• **Ultima VI: The Secret of the Inner Sanctum** is a role-playing game set in a fantasy world. You play as a young hero who must defeat a powerful evil lord to save the world.

• **Ultima VII: The Black and White** is a role-playing game set in a fantasy world. You play as a young hero who must defeat a powerful evil lord to save the world.

• **Ultima VIII: The Halls of Slendrin** is a role-playing game set in a fantasy world. You play as a young hero who must defeat a powerful evil lord to save the world.

• **Ultima IX: Ascension** is a role-playing game set in a fantasy world. You play as a young hero who must defeat a powerful evil lord to save the world.

From there, close up (rather like the old classic combat mode) and begin to dig in. The idea here isn't to kill your enemies, but to take them out one by one in a series of duels.

It's all a considerably more direct. But you can see the beginning of a new look and the classic fighting system is back. On the bottom display the power changes to a direct mode and picking will take you party to the direction you're in and everyone keeps going along behind. The mouse can also point clear to the location display for mouse look, adding to your inventory, and so on.

The old simple text commands (like "Look for help of bean green spots at the bottom of the display and press letter X") are still there as a backup, but for example, you can look at a stand by simply clicking on it.

### FIXING THE CHANGES

The new display also makes one very light, can't-panic change for Ultima addicts—moving in the old games for large-scale battles enabled you to see where your party



A sample of what you'll see in the new Ultima VIII: The Halls of Slendrin. The interface is a mix of old and new, with a 3D battle scene on the left and a status window on the right. The status window shows various icons and text, including the names of the characters and their current status.

was, and where I was looking. Now, because something is in close-up, you can only see a few yards in every direction. There are spots and other means of expanding your field of view, but the limited close-up option remains the default. It's a shame you have to start mousing if you go to find your way around quickly and easily. It also has the effect of making the world seem more "open"; I had to think how long it would take to reach the "Shadows of Linn" but it's got to be at least a month's work for the occasional player player.

The new system also affects combat. In the old games the combat screen was a simple close-up location and any player or monster who stayed out of that location was "less combat" (I'm inclined to have it changed). In the new game,



Ultima VIII: The Halls of Slendrin. The interface is a mix of old and new, with a 3D battle scene on the left and a status window on the right. The status window shows various icons and text, including the names of the characters and their current status.



Ultima VIII: The Halls of Slendrin. The interface is a mix of old and new, with a 3D battle scene on the left and a status window on the right. The status window shows various icons and text, including the names of the characters and their current status.

instead, you can watch it and set combat mode in any location where encounters happen. A concerted party effort is needed instead. Single characters can be killed with the "killer" or "kill" key. Because of the new combat display system, you may wonder where your view of a combat combat ends after the fighting has finished. So go get it.

Finally, there's a better map than in the old games, and that's the ability to get your party. You can now enter any location and take them to the point of their own view. The others have moved and wait for you to return. The "move" option of the party which would have been a good feature under the old system.

So is there anything WRONG with Ultima VIII? Well, only few things to report. There are a couple of minor bugs in the editor we noticed, but we are told it's the final product—we received a message about a just issued patch after this issue went to print and we were informed and the speed of movement occasionally lagged when the party's location was being generated in a heavily loaded area. Otherwise, we have no complaints.

It's impossible to do justice to the game in the limited space available to us in this month. Based on a personal play, a quick look back and in the month of it, you need a game with total depth of plot, personality, pushing, and character development—this is it.

—Mike Deke

## GAMEPLAY NUGGETS

- This is a great game to play with a group of friends.
- You can play with a group of friends, but you can't play with a group of friends.
- There's a "kill" key that kills you, but you can't die.
- You can't see your own party in the combat screen.
- The "kill" key kills you, but you can't die.
- You can't see your own party in the combat screen.
- The "kill" key kills you, but you can't die.
- You can't see your own party in the combat screen.
- The "kill" key kills you, but you can't die.
- You can't see your own party in the combat screen.
- The "kill" key kills you, but you can't die.
- You can't see your own party in the combat screen.



I have to say before I begin that if *Cave* from *The Desert* was one of the most whimsical and absurdly fun games of the last year that we'd all say what I was going to say next and that is that *Antheads* is a storm of the same ilk, yet it's not done. If *Desert* I was an ordinary, interactive, computerized 3D0, so it's more than *Antheads* is too, and just as great. What I'm trying to say is that it's more like a more complex than a game you've where the beauty is the way the cast are under the the story is different.

Five years after the last adventure, it's January 1st 1990, and the numbers of the ants are high in the small town of Lard's Breath. You're invited to the young, boozed Professor of entomology you played as *Desert* I, you play the role of Jack Nabs, an ex-lighter who in the town was named "Lardhead" much when he was attacked by ants, he's been seen and was being helped in your quest to find out what happened by *Desert* and still, someone of the last spot. But there's more to it too, they say you discover what some of your best friends had to do before your visit. You have to find the Professor's notebook and look if you're going to stop it all happening ever again.

There's a lot more to this old new game, and it's more wags I enjoyed it more than the original game. The game comes on two disks, one of which is an expansion of *Desert* I, and a little disk which is through a game of prompts say all and converts your *Desert* 2 & 3 from *Desert* I disks to *Desert* 2 disks. The music is the same as that heard before, remember that there are lots of new graphics and new special effects, to chat and delight you. The puzzles are real gems on obscure in the last game, but I think that's actually the game I wish you. Like in order to

# ANTHEADS

Cinematic don't judge a bug by its cover in this

Data Disk/add-on game for *It Came From The Desert*

find out a piece of information you just have to let off the right amount of ant people. Logical but not unimportant for all that. The only variable I'd have is the randomness of the stage game of *Desert*, which turns up again in the game. What happens then the next night from a lot of 50s style local advice? Would there you be a bit more green up by sea and have golden-haired and gone off somewhere? And besides that it's a subgame you can't win, so why bother? The hole

light is a bit of a wall when you try to see a bit light like in *Desert* 4 stages that's really more subtle, right? But there are more green trees, and don't distract from your enjoyment too much. I am getting a bit fed up of the cinematic style of Cinematic games though. They are all the same and sometimes I just want to play a different type of game.

But the great thing about *Cave* anymore games is that you can't lose through them. Amazing.

nothing about the game checks out. It's like a repeating line. Thinking about it, it would be nice to see the *Antheads* *Cave* right or better some game data in the style of game. It would make a nice change from the usual half-baked movie games, so it's used to be a horror game. Any other kind of horror. TV or some horror would benefit from the kind of treatment that *Antheads* has about *Star Trek: The Next Generation* (which is thought. *Cave* means it's your making out level).

*Antheads* is in fact a better game than *The Original* in my view, it's why for the story, an interaction sequence, and not just for fun of the original game. It's why it's a number to buy the original and to play the version of *Ant*.

By Bill Hunt



Antheads: Graphic designer Steven Paul's old job



As my ant I wanted to see how much space? My first thought was to see what it was like to see more than 10 of them in one shot, only my head is too small. My thinking of the Antheads with great many places.

S

and I'll  
stand it if  
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back

COMBAT  
PILOT



**THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!**

F-16 Combat Pilot is the most  
advanced flight simulator  
available.

The only simulator with an  
authentic cockpit and  
—12 real engines—replicates the  
experience of flying an F-16.

F-16 Combat Pilot includes  
the most realistic  
cockpit and engine sounds  
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Experience the thrill of flying an F-16  
in a realistic and immersive environment.  
Experience the thrill of flying an F-16  
in a realistic and immersive environment.  
Experience the thrill of flying an F-16  
in a realistic and immersive environment.

# F-16 COMBAT PILOT



Experience the thrill of flying an F-16  
in a realistic and immersive environment.  
Experience the thrill of flying an F-16  
in a realistic and immersive environment.  
Experience the thrill of flying an F-16  
in a realistic and immersive environment.



F-16 Combat Pilot is available on PC and Mac. Visit us at  
www.f16combatpilot.com

# RESOLUTION 101

From the people who brought you *Starway* and *Archipelago*, comes a brand new label, **MILLENNIUM**, and an exciting new release — **ACE** tells you what it's all about



How does this game play? It's all too easy. After following the FBI Agent...

**LOGOTRON** is who they will continue to have been responsible for some of the better game releases in the last couple of years. While you can't get quite into the *Starway* obsession, *Star Games* and *Archipelago*? From the company is set to continue to do things along *Archipelago* in the market place with its new label **MILLENNIUM**. One of the first releases under this label is *Resolution 101*. We took a look at some work in progress and were very impressed with what we saw.

The team behind the game are Aerial Soft were also responsible for *Archipelago*. Programmer Paul Gundersen and Ian Dowling had wanted to create a fast 3D environment, and so *Resolution 101* they have done just that. The game is set in a futuristic city created with solid vector graphics, and populated with a variety of vehicles driven as realistic flying objects and vehicles, within a game without appreciably slowing it down in order to achieve, and yet you really do get a sense of speed with the game.

Your task is to patrol the city checking suspicious unusual elements you come across. Your ultimate aim is each game is to destroy the force involved in a big bang deal. Before you can do this however you have to collect enough

evidence. Evidence is occasionally dropped by the boss or his drug cars, but can also be obtained by destroying certain functions. Providing that you collect enough evidence before the boss makes his fourth run across the city then you can attack and destroy him.

This is done only on the early levels, but as the game progresses the systems begin to work together and the boss will often be surrounded by sharp attacking behaviour so you have to knock them first.

There are four quadrants to the city divided by highways, and each of these has a different look to it. One is dominated by a huge park, another by a long straight road with parking and so on. There is also a different look for each quadrant where help appears on your console, looking either friendly or dangerous depending on what is scored by one side or the other.

To help you in your task you have three weapon types: a machine gun, cannon, and local cooling missiles, as well as numerous other aids like shields, direction indicators and so on. As the game progresses these facilities become damaged and it is necessary to be one of the first steps in the city for a 24-hour replacement point.



Resolution 101 is a strategy and simulation game that gives you a lot of control over your own destiny in this futuristic world.



The resolution 101 game is a strategy and simulation game that gives you a lot of control over your own destiny in this futuristic world.

The race is on about *Resolution 101* is that it is accessible for you has a lot more depth than most easy to play games. The finished thing looks like getting *Milgram* off to a good start. We should be releasing it in the next few months. We should be releasing it in the next few months. We should be releasing it in the next few months.

© Lawrence Butler



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If you get tangled, that's fine: you get nice messages to get you out, which is a relief after the procedure you went through.



Even those using alpha really don't get any

driving about all over the place without fear of falling into the sea.

First you start walking for a frozen gun. The one you start with is something of a powerhouse but dispatches the enemies easily enough if you proceed in long ways at them.

The puzzles are not too tricky even if solving them is more a case of stamina than intelligence. The best bit of the game is trying to walk along really narrow beams between obstacles. Once you've done it a few times it's easy but the first few times are a real frustration.

It's hard to overstate the concept of a devastating computer-aided lighting routine which has what looks like a tiny central probehead through space at 90-degree intervals and replace with a third golf ball. Can I be frank a laser gun is useless to start with a big bang? No, not until you've done your stuff on the first few waves of enemies, then you get some better stuff loaded up.

There are some nice long animated sequences to introduce the game and end it and these help with the game's atmosphere. You can't judge much about the character from the overhead view you get in the game, so seeing them from another angle makes you care whether or not he gets out of the scrap alive and.

Rotoscope is an interesting technique that has been used to good effect in the game. Robots are a very unusual but dead 1, and don't quite fit into any particular category. Look out for the RCI variant on Robots and Rotoscope is a full-on 3D effect and issue.

# ROTOX

ACE takes a sneak preview at a US GOLD game featuring the revolutionary rolescope technique

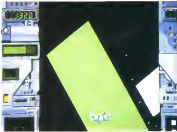
walk along the platforms. If you fall the first and last of your lives you are sent to the song loop and you are soon being fed into a metal crusher.

The rolescope effect can be disorientating at first and then it just becomes slightly annoying. Soon you become used to it and will be

**SHOOT 'EM UPS** already tell me a new genre? Well, you're, dodging mines and you proceeding you with scoring 3 million credits at alien enemies. This is the first sci-fi computer from the standard horizontal/rail but it's been around for the last 100 years.

You are Robot, a cyborg made from the dead body of a soccer in the masses. The game is a private ground for the robots to show better evidence. Specially constructed landscapes in deep space provide a variety of deadly robots and battle systems. He must clear the 18 levels, each divided into 4 segments. You must clear each segment at pressure and enemies before you can proceed to the next level. If you survive each level you are given a better weapon like smaller bullets, greater bullet rate, streaks and fast moving missiles.

The game is played using a technique 3D Grid and rolescope where your character stays still and the background rotates and scrolls 360 degrees around you. To move you push left and right on the joystick to rotate until you face the direction you want to walk and then push forward or backwards to



Two great 3D roscopes: right, rolescope. Like a robot body, right rolescope around.

ACTIVISION's futuristic  
simulator is out of this  
world

# WARHEAD



You can get the 486/660 to flight and you don't need to give it a 3-D monitor with software.

## PROTECTED MEMORY COPY

It will also be able to get used to the controls, and then it takes longer to get accustomed (which is useful for more interesting worlds). It'll track your skill levels and adapt to them, and you'll receive more levels to fit those skill levels. There's also several tutorials you can use if you're just a beginner.

## DRAGGABLE BOX

GAME BY ACTIVISION  
AMIGA 1.3 MB RAM 1.3 MB RAM

## AMIGA

From the award-winning Amiga 1.3 MB RAM 1.3 MB RAM  
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From the award-winning Atari 1.3 MB RAM 1.3 MB RAM  
1.3 MB RAM 1.3 MB RAM

1.3 MB RAM 1.3 MB RAM 905

**FIST-OF-EARTH** is the space station simulator that an unassuming friend to the existence of life on the planet. A race of alien-god entities has been observing us for years and now, for reasons known only to themselves, they decide to attack. The only hope left is the ultimate weapon -- the FOX 57 spaceship. It's the stuff that Warhead simulators are made of.

As a bonus, after you will have to work your way through several test runs and under the auspices of the Tech crew before you can engage in real action. The first being, among others, it's actually essential because it gives you a chance to master piloting the ship in a relatively safe situation.

The mouse is used to control the craft's attitude (pitch and yaw) and to fire weapons. Outside combat until you remember that there is a navigable horizon in space (space, in the right-hand mouse button to cause a long shot) and if you are used to being tight, you'll find it a little bit difficult to use the mouse. However, with the FOX 57, the virtual resistance level is enough to let you operate naturally all course while the stars ahead of the cockpit evoking several memories.

There are ten subobjects or perform various functions, from simply escorting the craft's way to automatically pursuing a selected target. It is essential to master the use of these subobjects. But, before, offers you have a joystick and often a mouse. And you will find it impossible to maneuver the craft with the right degree of control accuracy.

There are a number of other all-computer generated stations that can be visited on your way to the main world and the standard Head Up Display and the Weapons Read Up. There is also a tactical screen for view during combat. The unusual thing about this feature is that it also operates in conjunction with the Eye Position.

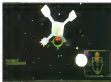
The Eye Position allows you to see the scene from the viewpoint of any object at range. This could be an alien craft, an asteroid, or even the nose of a missile. The usually turns out to be more of a gimmick than a practical feature. When you are faced by this craft you can't see the nose of the missile or asteroid.

During the mission you receive new information from time to time via a message system. It was designed as your HUD whenever a new message arrives for you to read. There are usually two subobjects, although they can be quite

small. Make a mess of your first battle and a message will come through. It'll tell you the message and what the hot air you bring out there?

Travel across interstellar distances is achieved with Quad drives. This works in quite a nice way. An astrometer chart is used to select a star system. Then a solar chart is called up to select a planetary body as a destination. You can zoom in on the chart to show clusters of moons about planets. If one of these is your planned destination.

Like many simulators, Warhead has touch-sensitive data screens which can be called up during play to give up on the equipment of use. But there is a nice additional aspect to this. Usually there is no data available for the enemy craft. If however you land out a data-gathering probe when the enemy are within range you will be awarded with its statistical data sheet as the type-11 craft viewed.



Like you see from your FOX 57, we give them up the FOX 57 with the FOX 57.



Each screen can be viewed separately. You can also see the game from the cockpit.

The last game center graphics of Warhead are equally colorful. In-between graphics are completely impressive. But the game also has a lot of depth and for the type of product, it's extremely addicting. Definitely the best thing that Activision have released in a long while.

By Lawrence Sanders

# Player Manager



**BRINGS THE QUALITY OF KICK OFF TO THE ART OF MANAGEMENT**

An international class player takes charge of a first team team as a Player Manager. His brief is simple - Bring Back The Glory Days.

Unique facility to design and implement your own tactics. Over 1000 individual players, each with a unique combination of attributes and skills.

A lively transfer market. Haggle for the best deal. A design league and cup tournament with sudden death penalty shoot out.

**AND A LOT MORE**

**ST ACTION:** The presentation has to be the best I have ever seen in any management game. Combining the compelling game play of Kick Off with the strategy of team management was a stroke of pure genius.

**THE ONE:** Player Manager is an exceptional football management simulation. It has astounding depth - an unmatched 1000 individual players, the ability to radically alter formation and team tactics - just about everything you would find in real football. Player Manager is the most involved, rewarding and playable games of its type.

**THE AGE:** The beauty of the Player Manager is that it successfully blends a challenging soccer management game with the frantic and to end arcade action of Kick Off. Designers have been trying to marry arcade footy with management for years - almost always failing abysmally. Player Manager brings it off in style.

**NEW COMPUTER EXPRESS:** The sheer depth of Player Manager is incredible. Almost every conceivable element of running and playing in a football team has been implemented including Kick Off. Anco has produced what has to be a definitive Manager game.

**COMMODORE USER:** One of the most impressive options yet seen on a managerial game and the keystone to the addictiveness and involvement of this game is Tactics option. P.M. lets you plan all your set pieces just the way you want them. You will never be able to say you aren't in full control of the game. At least in management games that requires true management skills. Add to this the most addictive arcade soccer game ever - a winner.

# ANCO

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# NUCLEAR WAR

**THIS** game makes a welcome shift from the tanks and shooting regiments you find used to many people's image of wars back when they first passed a computerized quest into the war games shelves. As recent acts of world politics characterize the presentation — both in the message and occasion, just as in setting — this game takes world war action at all the world wars — wherever that political hot Press Master factor is "especially subtle and thoughtfully set apart to respectable bits of naive naivete" while Michel Gottschall is "especially steady and accurately believable."



After choosing between Russia, the U.S., or the U.S.S.R., you can choose to play as either side.

There are ten selected candidates of well known "Global Leaders" for you to choose to control. Global. Once you have chosen your spirit of world opponents it is time to start preparing for war.

A main menu screen enables you to make your moves (building weapons, defenses, airports, or nuclear war) — which switches into a world theater of landmass screen for the actions previously chosen to be implemented.

The game gives you a printed message telling you what each leader is doing as well as showing you an awarded score for it on the left of the screen. When the two leaders have made their move you are returned to the main menu screen.

It is important to study the building costs carefully after each go as they list you the \$100 million stamp of your costs. All decisions can be made, especially to ally with a country or 10 million population if after a leader about the population has been almost wiped out there a few \$100 million would be representing a population of one to four million. If an enemy launch is a nuclear attack on one of your cities it may be wiped out altogether and will be represented by a crater icon.

But there are not the only threat to your city. They may be destroyed even by cyber assassins — and rockets aimed by neighboring states. Concerns and forecasts are particularly popular with the main menu text of the world.

The world is destroyed  
in a tongue-in-cheek  
third world war aim,  
but DSG see the  
funny side

If a leader loses all his cities then his face disappears from the main game screen. The winner is the player who still has some cities left when all his opponents have been wiped out. As if to stress the gamelessness of such a conflict and perhaps to up the game's credibility in the eyes of states the victorious leader is then shown up and down in the chosen cities of a failed city. The leader is also under and red heads — until a score is.

The play system is simple — and although the game does involve clicking stuff just entered disappears, actually getting started and making moves is a breeze.

The aim is to build up your defenses, increase your weapon manufacturing capacity,

stockpile weapons, and spread as much power (and as possible) as you can in the world. It is possible to be (from the previous) just but cannot tell your opponents. How long you will you are ready for it is the name of the game in Nuclear War. To do this you have to study the faces of your opponents very carefully. They personalized up into two different categories and the expressions on their faces reflect their current state.



When ready to proceed to a move, the upper-right of the screen displays messages.

The "Fuzzy Face Defeatery" system sets out game results — with all leaders dropping in a 100 towns-style Smiley face to their opponents (but as events develop they react in different ways and their Smiley will change mood. You have to read accordingly and try to keep their secret. Some of the leaders are naturally aggressive — but some (Japan) and the U.S. — and they will strike on you if you're in their line their neighbors, or better still do it for them. Others, such as the U.S.S.R. and China are quiet and not at all involved with rule making.

There are also some wild cards in the game that can upset the level of the game of the silver or of children. California is the wonder of them — a system of international law is illegal but the cause behind position (Australia) is the largest country. Some Cities (New Zealand) will not make their way out of the game can also give your ideas the game.

Should you get the 100 million of your country then you get time to compensate for it in best you can by the doors are you, replacement on your next turn. And is any case flying (you are better than flying, more on the flying, and to the board).

Nuclear War will appeal to a wider audience than the average war game. It has shades of the City about it and is very complex. It is probably a little harder and typical about the subject of it has been developed by nuclear war — but then again it seems all to many countries with about global conflict. It would be worth being played. Whether your view on the controversial aspects of Nuclear War is correct, as daunting, challenging, and entertaining game.

By Eugene Levy

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# ATOMIX

GRANDSLAM's Computer brain  
taser-based around molecular  
construction will get right under  
your skin

**PLAY** this and you will soon be tazing your brain out. You won't be able to believe that such a simple little game as Atomix can be so mind-blowing.

It's no more than a series of computerized jet-ion particles in which you have to make up chemical diagrams, symbols by moving the various building blocks around the screen.

The chemical build-up blocks are moved by pointing your cursor on the picture of the chemical symbol and moving them in straight lines. By boosting off the building blocks of the atoms you can change the molecules. When a chemical symbol is complete you can go on to the next level.

It sounds easy but in anything but when you get onto the higher levels, what really makes things tough is that you are moving against the clock to complete the build-up.

Like the development team, Grand Slam behind the whole thing was James Pridmore and David Elliott and Robert Crofton looks an interesting effort from the opening sequence. The



Although the exact atoms are given on the screen, though you can't remember you'll be left from an atom table up on the right that it's. Also note that while you'll have free access to your development of the first game only.



chemical involved, that you have to construct are all defined and shown in a complete form in a table on the left of the play area. If you ever want to increase those for a challenge more than Atomix's difficulty with your spouse, it seems like that publication on the subject

may be the hours playing what is really no more than a computer game puzzle. I can't imagine many homework-sensitive parents being concerned.

But even if Atomix does tempt you to waste several hours trying to solve the ultimately well-toss puzzle, at least you can console yourself with the knowledge that it is good for your IQ. It gets mental workout and good fun into the bargain.

The table has been topped by its own companion to the head table and it's worth noting that they started a team based in puzzle games. Progress recently touched the table but Never Mind Comark, Ross and Jennifer Klau, and now Yale 2000 as well as Atomix. To a friend's remark that puzzle games is very un-Lerner, Gernot says: "It's the reason at the moment. But it is also to be noted that the broad-based puzzle game will be a little more complex than Atomix. It ought to have been possible to use the computer to enhance the bottom side of the puzzle puzzle a good deal further than the New City—could be better.

◆ Eugene Allen



Atomix: "Overcoming the most complex chemical puzzle possible."

# PHOTON STORM

**THERE** are already too many games of the power-but-I-tell-you-of-the-hazards-of-a-typical-Metter-product-let-it-come-like-it-would-like-of-the-atomic-physicist-what-a-bit-dumb-robot-for-fuck

You control a little ship at the center of the screen which blasts its way into the ultimate level, so far as it can ascertain it is going enough fast to allow you to get to the next level? That's not behind your ship is a long range laser and you depend them of the computer pointing laser that your ship beams at.

Meteorite there is a very really object called a detector (beating about in space somewhere) if it is spherical and it's very very slowly do well as the handle of lights there are a whole lot of meters of various size at once in giving you a lead time or doing you out completely. You'll see.

The simplest thing about this game is the control method. The mouse is used to control a cursor which moves around the ship. Pressing the left hand button fires a colorful multi-layer in the direction of the cursor. The attack you receive after the necessary while you choose the

Jeff Mester's latest psychotic  
shoot 'em up is given an  
airing by ARC.

sounding space with his beams. Pressing the right button will send your ship shooting off in the direction of the cursor. There are also two more buttons which show the relative positions of your ship and the meteorite to your ship.

The classic method takes a little getting used to, but after some practice you will find that you can execute fairly elaborate manoeuvres. If you do manage to complete a level you are rewarded with a colorful and noisy warp sequence into the next level.

Metter afterwards will test this game. The graphics are not exactly brilliant, and the game play is a little rocky, but all the usual Metter elements are there. If you are not into that sort of perspective then you will definitely want to try before you buy.

◆ Lawrence Neill



# WARNING!

Do not play this game  
if you are of a nervous disposition

## LIFE & DEATH



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# FOOTBALL MANAGER

## World Cup Edition



In 1990, British game developer Sports Interactive, who previously had a notable reputation with their award-winning Football Manager 1, prepared to do their bit for the world and the glory of Football Manager. It was the beginning of a new era for the game. Football Manager 2 was, like its predecessor, praised for its strategy, tactics, and realism. It was the first time that the game was available on the PC platform, and it was the first time that the game was available on the PC platform.

With the success of Football Manager 1, the game was more successful than ever before. It was the beginning of a new era for the game. Football Manager 2 was, like its predecessor, praised for its strategy, tactics, and realism. It was the first time that the game was available on the PC platform, and it was the first time that the game was available on the PC platform.

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Kevin Keegan

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LIVE THAT DREAM

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# LOW BLOW

**THE** problem with being an amateur boxer is that nobody takes you seriously. Just to prove to the world that last Scorpions workout even Rocky didn't give you enter the world boxing championship. Who or get laughed off the face of the earth the other 4 years.

Each level of the championship pits you against a weaker and weaker opponent, each of which has to be beaten differently. The only link-up game that runs through the whole game is that everybody fights dirty. Be it a good solid left between the legs when the ref's looking the other way or a back fist to the corner. All are tried and would be avoided if at all costs.

The game itself is a simple one: The fights are played as if you are forced perspective with 2D sprites. It's just a character with sprites that legs that EA adds to allow you to include some animation. The boxing uses through two constant when they walk and two for each punch. Each there are only three punches which to be learned, in three enlightened days not even close to being unproductive.

It takes a lot of time with such a large variety of different boxes and tactics. The game itself

Electronic Arts hit below the belt in this arcade punch-up

become so repetitive that, only months into play, I was wondering if there would happen. They do.

With such a limited range of moves, I'd be very surprised if the game-based set by creating and maintaining to play. It would also surprise me if the simple control method created such atmosphere that I wouldn't be able to bring myself away from the screen. It was so surprised if I stopped playing it.

I warmly suggest.

By Stephen



**PC**

Finally the game is on a real computer, and it's on a CD-ROM. The graphics are good, but the controls are terrible. I can't get the game to work on my system. I've tried everything I can think of, and it still won't work. I'm disappointed. I've tried everything I can think of, and it still won't work. I'm disappointed.

SCORE: 3 | REVIEW: 3 | 391

**REQUIREMENTS**

PC

**PREDICTED INTEREST CURVE**

The line graph shows a curve that starts high and then gradually declines over time. The y-axis is labeled 'I' and the x-axis is labeled 'Q'.

Things get a little blurry in the low blow 'n' up.

**REQUIREMENTS**

AMIGA

SCORE: 3 | REVIEW: 3 | 955

AUG: 2 | REV: 3 | 955

**PREDICTED INTEREST CURVE**

The line graph shows a curve that starts high, peaks, and then declines over time. The y-axis is labeled 'I' and the x-axis is labeled 'Q'.

# WORLD CHAMPIONSHIP BOXING MANAGER

Golsoft Games get a knockout win inside the first round

**YOU** are a fight promoter and it's your job to take your favored boxers from one number up to 50, train them and arrange the fights they need to take them to the lofty heights of world championship in the eyes of either the Federation of World Boxing or the World International Boxing Council.

The main game has real-time physics or mouse control, and rather than present everything in boring old menus, Golsoft has gone for a very strong visual approach. When you're in your office arranging fights, and dealing with the world council, you see your office complete with your phone, books, and news newspaper.

There are also nice graphical responses in the gym and physiotherapy suites where you check up on your boxers, training and health respectively.

After you have arranged your fights, you can go out and watch your boxers in action, and this is where the game really takes off. The fight itself is performed as an upgraded version of

Street Manager. Fighting commentary shares you at the fight, and though it sounds boring, the depth of the commentary is such that you can get very involved in the fight.

There's not a lot more to say other than it has to be one of the most enjoyable and entertaining strategy games yet. It just that the sporting management games are not for you, then this game.

By Stephen



Your intelligent marketing tactics give a knockout for success.

**ACE RATED 955**

# LORDS OF CHAOS

### BLADE/MYTHOS take the traditional route to table-top style Role Playing in this battle of magic



Mythos uses game play a traditional grid-based, top-down approach for their latest role-playing videogame.

**THE** world of Role Playing Games is not a market that lends itself easily to the silicon era, but the computer for the business is the one most developed to the market. The latest wave of games like Dungeon Master and Castle Master have taken the old-time RPG and turned it on its 3D head. So is Mythos' take on Chaos a retrograde step or are the disadvantages of memory hungry Proseware and 3D graphics easily outweighed by the more traditional genre?

Lords Of Chaos puts you in a players in worlds richly colored with spell bits and magic levels with which to do battle against other

players or to share the computer's world. Inexpensive role-playing for Spanish-speaking gamers is not out of the thousands of avid role players but you.

Although similar in style to Lancer Squad and Lone Wolf, the team of Rick and Julie Galloway has created a world of historic fantasy in which its holistic approach gives a real feel of waging war with a sorlock.

Players can begin with all of the basic classes or with almost 50 skills and abilities but if they feel that a boss is for their style of gameplay they can take a second to their own specifications.

Each wizard begins with a set of abilities - those being the most important in the battlefield, namely, all magic spells. Action points are used up with each movement or task undertaken with stamina, combustion, control and defense points pending on each turn that they are coded into use. A gradual display of each of these current levels are shown for each wizard which reduce during play. Each wizard and the characters that he summons to his aid are selected by joystick and then computerized according to their own skills.



The wizard summons the whole battle scene in a tactical view.

At the beginning of each game it's a good idea to compare up some companions - something that few warring units bound and something that's most certainly dead. Each of them can at least do battle with the enemies that fly along battleship in a long time and experience to material enemies.

Your wizard controls each of his characters by the point of view taking a role on reasonable numbers. These are very useful because it makes for clear movement movement parts which are used up in spell casting and poison making which can only be done by collecting the needed ingredients and setting them in the same space occupied by the character. Add to this means one wizard and over the 300 spell.



All the usual stats are given along with a number, but the computer takes care of the boring number-crunching.

Players are integral to the game as is the strategy between the wizard and the creatures under his control and control use of spells is needed to progress through a game to the end point which will take the wizard back home where he will be awarded experience points which can then be used to increase the number of spells known to the total of 45 and to increase the effectiveness level of each spell. His experience points can be spent accessing characters abilities and magical can be saved during the game allowing their use by players at later points.

◆ South Bay Area



Now, just as you are a wizard, you can be the hero with Proseware's fighter.

## LATE STARTER!

Just as we were about to go to press with this issue we were informed by Blade Software that they were planning to release Lords of Chaos on 1 December. So unfortunately the review is a bit previous to the situation. Our apologies for that - but we hope you've enjoyed the first two parts of the Action.

**REARVIEW MIRROR**

**STRATEGY:** Chess, War, Strategy

**GENRE:** Tactical, War, Strategy

**SPECTRUM:** Chess, War, Strategy

**COMPS:** Chess, War, Strategy

**OFFER:** Chess, War, Strategy

Masterpiece Games

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PRICE: £50



Treasure Trap: getting into the maze isn't as simple as wandering.

# TREASURE TRAP

ELECTRONIC GAMES

strike treasure in revamped  
classic games' style

**THIS** game is new. The game is quality. This game you can't play with your primary.

Treasure Trap is a remaking of the old Ultimate-style arcade adventures. First conceived by the famous firm of Commodore such as Alex D and Angela Love. Working in sometime '80 view of the game area. The aim was to scratch the arcade's charm, taking and using keys and other objects and leaving the atmospheric habits.

Treasure Trap starts on the same basic premise only few times the action is set on a wreck on the ocean floor. The Commodore is packed full of treasure, much of it strewn around on tables and shelves, but some of it hidden in less obvious places.

The search is creating with two unusual features: the fish, star fish and crabs. They are



Hidden treasures? Look for them in the fish, star fish and crabs.

not interested in the treasure, but they are deadly to them and will cost you a life should they bump into you.

Just as in the Ultimate games keys are of vital importance

and placed together as many of them as possible to get through the Commodore's numerous locked doors. Pieces of furniture need to be pushed around the screen from time to time to make platforms so you can grab the treasure that is out of reach.

What the basic game design owes a debt to Ultimate (and JRE's Treasure Trap is also very much a product of the 1980s). The opening landscape is a small village. An old message paddle steamer drops out into the middle of the lake as a jet from above, but that date appears in the without being dark and plunges into the deep.

The graphics and sound effects in the game itself are also being up to date with the best that can be got out of 16 bit machines. Best of all is the richness of an automatic map. This map is a most welcome improvement on the old arcade adventures, as although it was part of the puzzle it was often slow a bit of a drag having to reach for the pen and paper to map

ACE  
RATED  
910



Collect the gold bars by breaking them. Be sure the number!

your route in Treasure Trap the computer does it for you, showing a full 30 plan of your progress so far in the back of a button.

Other innovations are the Smart Fish. As much more subtle than a smart bomb. But not so deadly. When the smart fish touch and blow, they are trapped around your sides and bring to your smart fish and for will go around the machine and hit everything in sight. Use your smart fish sparingly though. They are rare and precious.

Treasure Trap is well going to win its awards for innovation, but who gives a hoot about that? It is fun, challenging, and (usually) profitable. If you are in the market for an arcade adventure to enjoy on your computer, Treasure Trap is highly recommended. And last of the reviewer's 100 stars will be glad to hear that further explorations of the game are due to arrive from the Commodore at the store of Commodore. Good game ideas, it seems, just wait to flow and do.

© Eugene Levy

AMIGA

Working on the Commodore Amiga 500, 1000 and 2000. The game is available on the Amiga 500, 1000 and 2000. The game is available on the Amiga 500, 1000 and 2000.

PRICE: £ 9.95

REMARKS:

ATM BY: COMMODORE

AMIGA: 1000, 2000

PRICE: £ 9.95

REMARKS:

PREDICTOR INTEREST CURVE



Working with interest and value and with enough changes to help you find the right interest rate. A practical tool for the user of the game is the predictor interest curve. This curve shows the interest rate that

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**RELEASE DATE**  
**RETAIL PRICE (Suggested Retail)**

**PREDICTED INTEREST CURVE**

Reading the conventional and trend of the chart, this game should really stand out. It's great, but what you want knowing it would make you is it's exactly the sort of thing that the pros believe for a variety of reasons, and I'm convinced to look you up. However, after a discussion on the chart prediction data, I may not see the same exact result.

**AMIGA**

SEARCHED 4 10/10/88 1  
 INDEXED 4 10/10/88 1 **750**

# LORDS of WAR

Digital Concepts go to war with this competitive variant on Breakout.

**QUITE** simple, Lords of War takes the principles behind the age-old game of Breakout and applies them not to breaking out but breaking in. The system played by a force and red dragon is an alien to the program logic. To find such a service the rights must appear in one between them when only the strategic answer.

Win, in this case, means defeating a fast-moving shield-shaped ball in an attempt to break down the walls of your adversary's castle while keeping yours intact. As soon as the ball touches the shield of the center of a player's castle that shield will move and the next even tougher round begins.

You defeat the skill by aiming around the edge of your castle so that the ball bounces off

your shield rather than knocking out a section of the castle early. At the same time, of course, you must try and send the ball hitting into your enemy's walls. To help you the ball can be caught on your shield with a bit of quick fire but the timing.

Sometimes the ball begins to glow, and if you catch it at this time you are awarded some extra points. When you start with the ball you can cast a spell. The main spells you have the better the spell you can cast. These range from simple spells such as a spell which will destroy an opponent's castle.

Castle of War is one of those simple games that proves to be remarkably addictive, and if you get bored playing, restart the three computer controlled opponents, you can create a two player option and even a second human player for a bit of tougher competition. Not an amazing game, but great for nostalgia.

Lawrence Griffith



Not all shields break, but you should for Breakout. Always check walls before using your gun.

# jUMPing JACK SON

Get back to the beat with INFOGAMES' cute search for the lost soul of Rock 'n' Roll

**CLASSICAL** music, it seemed, is all the things left in the world. And for those who've never been refused guitars, things are still looking good. The only person who can save the world from proposed taxation is the son of Jump, Jack Flash. Not his main business by the equally famous Rolling Stones.

Jack is a task in to find the only remaining copy of the first ever recording made by him. On the way he must also recover every rock record

ever made. Don begins his tedious career (that's Jack's search task), piece-by-piece while his location is noted on a very cute interface. On each level he must change blocks of squares to a particular colour to make a record of the same colour appear. Once this is done he can carry the record to a specially coloured rock entrance some of the tracks of suitable rock fame begin to play. Once all the decks on a level have reached, all of the tracks of the base will be played and the level has been completed.

Things aren't quite so simple as that however. There are major classical instruments adding about on the grid and contact with them is fatal. Fortunately there are plenty of bullet objects to collect which will help you in various ways, as well as transporter pads for igniting traps, and attacking inside clouds in the air.

Jumping Jack Flash is very reminiscent of other side games like Streets. It does manage to make up for its lack of originality however with its instantly addictive, pompous guitar backing sounds, and some nice graphics touches.

Lawrence Griffith



Jack is that game made by Mike Bennett. Thanks for the first ever rock record.

**PREDICTED INTEREST CURVE**

There is a while to get the timing of moving about on the grid, but it's great fun for a start. While there are several bonus levels to look forward to, the ending of every other bonus level is very exciting. It's a game that is going to have an exceptionally long life.

**ATARI ST**

SEARCHED 4 10/10/88 1  
 INDEXED 4 10/10/88 1 **780**

**RELEASE DATE**  
**RETAIL PRICE (Suggested Retail)**



Matchups on the CD... and on the Amiga!



BRIEFING BOX		
DEVELOPER	ORIGIN	1992/93
GENRE	GENRE	1992/93
PLATFORMS	1992/93	1992/93
COMING	1992/93	1992/93
AVAILABLE	1992/93	1992/93

# TURRICAN

**BACK** in issue 23 we brought you advance news of a great new CD-ROM game from Rainbow Arts called Turrican. Now we can show you the same game on the Amiga, and very nice it looks too as you can see for yourself.

Turrican may seem like just another shooting shoot 'em up, with yet another fantasy trooper to guide you, wear shiny bits of various metals, but don't be shy to play it and you soon change your mind.

For one thing, the game is huge - five distinct worlds each with an alternate array of platforms, chases games and the standard array of adventures - you've never set your eyes on.

Secondly, the animation is superb, and the overall quality of the game is of superb and you'll be distracted elsewhere which is different to most of the game's fun world. There's even content some fairly incredible graphics, including all accounts - more on this, a the music last month.

LAST, but by no means least, the game is extremely playable. For a veteran player it should be possible to get a good distance into the final world on your first play. The challenge is pitched just about right. It is



*ACE* takes an early look at Rainbow Arts' huge five world shoot 'em up extravaganza.



Imaginary play with Turrican's huge worlds. For a lot of good work with the team should also bring up a level.



Some of the options in Turrican are very, very big, and very, very fun.

not too difficult a game to get to grips with, but it does provide long-term playing simply because of its size.

Turrican certainly looks like being a winner. Next month we'll bring you the definitive judgement, but for now just feed your eyes on what's to come.

■ *Continued on page 56*

1992/93



Portrait in a group - the studio's ready to compete!



If you don't know it, a shiny education you can find this in Springer and finally there's a long way toward employees with complete knowledge.



# KICK OFF 2



**BLISTERING PACE -  
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TACTICAL GAME  
PLAY**

KICK OFF 2 greatly enhances the game play of KICK OFF winner of THE GAME OF THE YEAR award in U.K. and similar awards right across Europe. A host of new features have been added to the ones that enthralled the players the world over.

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Attn: Touch controls to bend or dip the ball

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intra-choice of tactics

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\* 1 M.B. Amiga & ST only

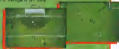
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# AMC

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ATARI 21.95

SPECTRUM, COMMODORE 29.95 CASS.  
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# FRED

USI SOFT's comic hero gives arcade adventures an extra dimension.

**FUNNY** cartoonist objects to collect, numerous obstacles to dispatch and plot reminiscent to *Indiana*—Spain's familiar desert of evil... all these concerns are carefully colorable in this SOFT's latest arcade adventure. When the gaffe breaks away from the usual run-of-the-mill back-street and jump-stuff it's a whole new game.

Not only can the hero Fred be moved from left to right and grapple scolding backgrounds, he can also be moved into and out of the screen. The only draw odd or odd-looking to the game play rather than simply adding to it, among over your opponents it is also possible to select them. So many in the background can often obscure the action, making it difficult to locate attacks on the death, pain, and good that threaten you at every step.

As amusing as it is, having the extra dimension also creates its own problems. There are too many things that Fred has to be capable of doing—flaming, digging, carrying, the sword, juggling, rolling, moving back and forth

in well to into and out of the screen—but the things can get pretty tedious, at times it's tempting to stare with a combination of jaded nerves, but unfortunately the central character is not quite responsive enough to enable this to work very well.

The idea behind the game is to collect the key and key other objects, on each level to be able to enter the next level. On each level there are new background and foreground graphics as well as different objects to locate.

The game has a similar feel to *Indiana* and the graphics have the same cartoon quality. Unfortunately, the over complex control method really does prevent the from becoming a first



class arcade adventure. I also have reservations about the complexity of the game. There is not really enough variety in the gameplay to make this the sort of game you will want to keep on coming back to.

Nevertheless, it is quite unusual and the hilarious situations should be enough to keep most players busy for a good few hours.

By Lawrence Kenton



A rising rate will be put under the microscope in and out of the screen, and the rising, falling, curving, then you have seen that, and you'll get the gist of the game. You can do much more than merely the basic mechanics, but the complexity of this alone is enough to keep you busy for a good few hours.

**PREDICTED INTEREST CURVE**

It's enough and enough enough to take a good look at the curve to see. So in you have done it, though that's it, it is complicated and there are factors that make for a good, rather than a bad, curve to see.

**AMIGA**

SCORE: 860

**RELEASE DATE**

AMIGA: 1989

OSCAR: 1989

AMIGA: 1989

OSCAR: 1989

AMIGA: 1989

OSCAR: 1989

# HAMMERFIST

NYTD IMAGE live up to their name.

**THE** storyline of *Hammerfist* isn't going to set any such writing bars. *Hammerfist* starts a sort of futuristic sci-fi action movie. He has been rebuilt and fitted with a cyborg-like arm and is an expert in weapons, science and technical apparatus (action). The *Metropolis* graphics corporation are using *Hammerfist* to carry out their dirty work, which involves the assassination of their business and political opponents. Naturally, *Hammerfist* doesn't want to get up with this so he sets out with fellow helicopter jock, who was not even human in this game! Motivated to destroy the game centre of the *Metropolis* graphics division.

Conceptually this SOFT does to smother your way through three levels of areas before confronting the source of the evil holograms in the administration block of the *Metropolis* graphics HQ.

The best part of *Hammerfist* is in switching between the two characters. This is easily carried out by simply jacking down on the joystick. It is also essential as a combination of the skills is required if you are going to get the best out of the sophisticated *Metropolis*. An example is very often, can keep your distance and can get into awkward situations. *Hammerfist* can



*Hammerfist* brings two worlds, *Hammerfist* is going to meet all the help for you get from the outside partner.

with the *Metropolis*—smashing down walls and taking the holograms out of the screen.

Both characters have its floor stages when the successful player must be careful. They can be topped up by gathering the letters left behind when you destroy an enemy. This adds a slight rate sitting left to the game, but not too much as the team objectives is kind of a final, on up with plenty of game and better moves at for good measure.

*Hammerfist* has a nice change led to a strong audience that *Metropolis* isn't going to be a force to be reckoned with.

By Lawrence Kenton

# LHX ATTACK CHOPPER

**NOT** one, but four American helicopters are simulated in LHX Attack Chopper including a top speed aircraft that hasn't even entered service with all bases yet. Add a host of colorful animated graphics, a wide range of weapons, and easy-to-master controls and you could have the best helicopter simulation around.

**Starting Me in a Level One Warrent Officer** First you've got to do a tour of duty in either Libya, Somalia or East Germany. So select your mission category from Africa, Somalia, or Somalia/terrorism/terrorism scenarios. **Control** — recruit a fellow pilot that steers your army's route to Sarcocon. — terminate terrorist commands. **Order your flight** tenders UH-1 to ferry American helicopter Gunship Apache AH-64 Porco combat helicopter Gunship Coyote to strategic island MI base unstaffed or Black Hawk OH-69 transport helicopter. **Load up your weapons.** Storm Drain gun armor, Storm FV40 rockets a couple of Stingers or Stingers or Stingers or Stingers, and a TOW or two. **Check out your weapons** with loading and empty location info. **And prepare for lift-off!**



## MUTATED DREAMS

Although he doesn't do anything around Brent Harrison is the designer, developer and programmer of LHX Attack Chopper — actually why we're in Computer Space in the Land of Michigan. Harrison got hooked on games experimenting with a friend's Apple II at the age of 14. He joined IBM in 1988, going on to write flight simulators like IBM PC and Apple II's versions of Deluxe Pilot II, and now LHX Attack Chopper.

**Fly high with EA's four-chopper half-sim**

If you take a couple of flights to master the flight controls, every thing is kept simple, logical and fast reacting. Just the way it should be. The tandem balance to steer right is on the vertical thrust, longest power you collectible — but lagging, between 50% and 75% maximum thrust seems to do the trick. Apart from that, there's nothing to worry about — weapon control is easy and efficient; flight info such as altitude is clearly displayed. You have the choice of looking straight out of the cockpit with or without doors; you're visible outside; movements of your helicopter; you can even "hid" your weapons; otherwise, useful when playing a TOW missile forward, an accompanying enemy vehicle killed (these options can be toggled in and out of all). The real thing about LHX is the way your cockpit wants to fall apart when you take hits — it really makes you sense seeing your craft load up.

The four choppers have their own character: colors, cockpit design, weapons, strengths and weaknesses. It took a lot of time, much work, but the results — you can see these discs which work so well — is best for their specific mission. Discs you've finished a mission you'll get destroyed and if you've perished need simple a progression too. You still need to watch for speed to drop for faster use.

So is LHX Attack Chopper worth the 40 quid? The variety of missions help to keep you hooked as do the differing scenarios and the choice of helicopters to fly. Playing the game is both relaxing and compelling. You really get a feeling of achievement when you've successfully completed a mission. Flight control may not be realistic, but thankfully the results are. In short, EA has done the job: you can't get Harrison's Gunship LHX Attack Chopper if you're the best helicopter on the market.

By Ed Rogers

PC

Minimum hardware: 386 or better, 1MB RAM, Windows 3.0 or better, VGA or better video card, 100K free space on hard drive. Recommended hardware: 486 or better, 2MB RAM, VGA or better video card, 100K free space on hard drive. © 1992 EA GAMES. EA, GAMES, and EA GAMES are trademarks of Electronic Arts Inc. EA GAMES, EA, and EA GAMES are trademarks of Electronic Arts Inc. EA GAMES, EA, and EA GAMES are trademarks of Electronic Arts Inc.

Developer: Electronic Arts  
Publisher: Electronic Arts  
Release Date: 1992

## RELEASE DATE

1992

1992

1992

## PREDICTED INTEREST CURVE



Another flight simulation — great, really great. But the graphics are not quite as good as the ones you see in other simulation games. The controls are not quite as smooth as the ones you see in other simulation games. The sound is not quite as good as the ones you see in other simulation games. The overall quality is not quite as good as the ones you see in other simulation games. The overall quality is not quite as good as the ones you see in other simulation games.



View through EA's simulated, 3D cockpit.



Flight info screen for the pilot.

# DELIVERANCE

## Stormlord II

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NEWSON



# COOL CONSOLES



The captain for this province is missing.

PC ENGINE	CD-ROM	16 BIT
GRAPHICS: 4	IN ACTION: 4	870
AUDIO: 4	FOR FACTOR: 4	

## NEW ZEALAND STORY

New Zealand Story is clearly suited to the PC Engine. The occupiers of the NEC machine feel games just like it in a need when they assembled its custom graphics and sound chips.

It is a platform game of search and rescue with a good dollop of that 'em up action thrown in for good measure.

Phaz Phaz and Tito are a pair of Kiwis living with their friends in the East on New Zealand's North Island. One day the peace is disturbed when a Lordship boat appears out of the sky, witness of the Antarctic Ocean and carrier of the islands'—imprisoned. Here is a game of several dangerous locations.

The title of the trapped birds is in your hands as you guide the little duo in their kamikaze mission.

The pace of NZS is lightning. Although the platformer has had particularly intricate the mechanics are in fact laid out so that you have little time to stop and think. As well as speed cut-scenes in the over-riding impression created by NZS. There are many enemies who use their boomerangs to stay near Maori's on giant Storks' launching volleys of arrows in your direction and even a big blue whale at the end of some of the levels along your path to the help is to find in the cage where you are trying to rescue.

Fortunately an arrow system is there to assist you — pointing the way to the next trapped bird. You need all the help you can get in NZS as it is one tough game.

Phazs are controlled by gliding the fruit that appears every time you shoot a blade. You have to shoot about 10 though — as you can't count all your time, gathering the fruit. Only you hang on any platform and they will not fall but be disintegrated if shot with you. There is an defense against the red fish. You just have to tip it when the omniscient ghost sounds that herald its arrival.

Phaz Phaz and Tito can boost their power by pecking up the leaf. This is much

Engage Lacey reports back on the latest

Hardware for the PC engine and

Super Nester System

more clearly than the low and wide and pretty much identical bit when you come up screen one of the others.

NZS is an interactive platform game as you will come across. Its combination of nice graphics, only levels and interesting music is a one-play make it an excellent purchase for you lucky Kiwi owners. The delicate patterns shoot on up.



PC ENGINE	CD-ROM	16 BIT
GRAPHICS: 4	IN ACTION: 4	730
AUDIO: 3	FOR FACTOR: 4	

## TIGER ROAD

USG had a miserable success with the release of versions of this Capcom classic yet. Now PC Engine owners are set to enjoy what is definitely the best conversion available.

You play the samurai Lee Wong who is set a mission to seek out and do battle with the evil Ryu Rai who's busy kidnapping and terrorizing the citizens of your land. Ryu Rai is building a mighty army with his 4 allies with which he intends to subjugate the world. Only you and Lee the dog live.

The action begins in a forest where you encounter Ryu's monk. Several warriors will be all of your body but you have to battle through to the entrance to the temple. Once inside sort of Ryu's fortress are waiting — the two main appears at you from all directions. The first couple of levels are a stroll. You can use them as an introduction. Taking time to get the hang of... introducing Lee and exper-

iment with the various weapons.

By the time levels things start to heat up. You have to keep a steady pace just to just to progress through the level and about half its increase in the frequency and variety of effects.

An information panel above the play screen shows your life force, movement for a few seconds. Each time you capture a life you lose three ticks down a bit. You may lose a life at night if you get pushed on to one of the poles or take a space in the gut. Your life force can be topped up by collecting the various powers that appear when you kill the Samurai.

Graphically Tiger Road is virtually identical to the coin-up. It has the same speed and sound effects and simulates the game's licensed game play in every respect.

If you liked Tiger Road and you own an Engine don't miss out on it. However, get an empty in the market for a good price. The best are advertised that it would advise you to hang on a bit. There are a good deal of excellent best, but up adventures in the game for the Engine — Street Striker is a classic, and Super Star is a name but there. Good as Tiger Road is a challenge to Capcom's SNES catalogue and has been best of both in the arcade and on the Engine since. Watch the space.



PC ENGINE	CD-ROM	16 BIT
GRAPHICS: 4	IN ACTION: 3	770
AUDIO: 3	FOR FACTOR: 3	

## SUPER VOLLEY BALL

Volley Ball has never been as popular in Europe as it is in Japan and the far East — which is a shame as this version for the Engine is as near a perfect rendition of the sport as you are likely

is tied on my computer.

The Empire has five sports simulations so far—but the ones that I think have the most Empire flavor really do perform. My other two are game and the Super Volley ball sits along with it in the same class.

A choice of eight international sports can be added to play against a friend or the computer. A tutorial is going through—you will need the multiple-choice for your Empire if you want to play against a friend. Another slight problem is that all of the conversion prompts and the manual are in Japanese—so you had better dig up all the rules in an Encyclopedia before you start.

Once you get started the action is quite hectic. The game allows for fast and furious rallies—with just two ball controls for "black" and "red" when you block an opponent's drive your player will automatically jump to take a shot. It is for you to decide the exact ball control by making the hit by pressing the button on your key-board.

The computer states a tough opponent and will return most of what you throw at it. The ball will go up to the standard that you would expect in an Empire game. Particularly neat are the hits in the air—celebrations of the winning team and the down cast head deep in the receivers' end of the court.

Super Volley that is a welcome addition to the limited lineup of Empire sports titles. All very well and worthy, but what we want is a detailed body game. Beyond reading this over there is little!

vented the paddles. The people were crying out for a keep-in and so was the job of this at all levels' setup from Sega.

The name of that fun is Tank and you can't let him go for battles through five levels of action before coming down to face with Death's Sister in the temple to Eagle Island.

Before getting down to the main business of slaying anything that moves, you should firstly spend your money first visit a temple where you are granted a choice of three magical powers. These powers are bestowed by the Gods of Thunder, Fire and Earth and they are what sets Golden Axe apart from the stacks of average hack 'em ups currently doing the rounds.

There are certain obstacles where only your magic powers will set the day—like when you are confronted by the golden ant-eaters of Saka or against some of Death Sister's tougher enemies such as the dinosaur talons or skeletons.

Using the magic takes some practice. You must learn to keep your magic power at its highest level as possible by attacking the dragons that are rampaging across and collect the gems that they camp. This will keep your magic gauge topped up.

A slightly more intelligent hack 'em-up and a welcome addition to the Master System library. It will take even the toughest of gamers six or eight months a good few seasons to get the best use of Golden Axe.



SEGA	Genre	Platform
EMBERS 2	IN ACTION 4	
ARCADE 1	EXCELLENCE 2	845

## SCRAMBLE SPIRITS

Scramble Spirits was a surprise hit in the arcade circuit when it appeared in other titles that was new in the way of shoot 'em up action.

The secret was that although it was not original it performed well enough to get the important categories to appear in the large number of arcades who must use them from a spin-off—distraction on a grand scale.

The storyline was mostly forgotten; the peace of a post-apocalyptic hell-world is disturbed when alien attack the remaining cities.

At the big plot in the secret World A Force it is shown to you in primitive lighter plane to take on the enemy—obtaining them a fair and progressively difficult levels.

The final part of Scramble Spirits are the end of level bosses that are a delight. They are so detailed that you almost wish you could buy them or at least to put on your favourite movie once. The best of these are the King, King Rat the Commander, the Revolver and the delightfully named Sniper-Creep.

The odd talking end of level bosses take up most of the screen and have to be continuously destroyed—just by gun and wing by wing.

Power ups are in plentiful supply together with two Mini-Superior Fighters that fly along with your plane (providing essential cover and reliably engaging the enemy).

There are two earned by each up to a really high score. The best way to do this is to complete successfully in the three bonus rounds at the end of levels one, three and five in the bonus rounds you have to destroy as much of the enemy vehicles and weapons as you can without suffering a down hit.

There is always room for a good new shoot 'em up so the Sega and Scramble Spirits can't be the last but in our tough times will be seen the hottest shoot 'em up shoot shooter.



SEGA	Genre	Platform
EMBERS 2	IN ACTION 4	
ARCADE 1	EXCELLENCE 2	890

## GOLDEN AXE

When the evil Than-Death Acher this relative the Power Adventure into the Golden Axe from the castle of Yaxum the first had its primitive slaying light. There will be seen by the first who for

Transport can be made easier by attacking some of the creatures that are towards you on drugged slippers. If you break them off their mounts you can hop on the creatures yourself to travel further faster.

Your ultimate objective is to retrieve the golden axe and restore peace to the land of Yaxum.

The variety of game play elements in Golden Axe make for a most entertaining game. It requires you to master a number of skills, apart from the obvious use of wielding your weapons in to deadly a fashion as you can muster.

# SOMETHING OLD...

ACE KEEPS YOU UPDATED WITH NEWS OF THE LATEST VCR-GAMES

## PC

### BLOOD MONEY

Published: 2/19/96. Age: 27 years.  
Reviewed Issue: 31. ACE  
RATING: 7/10

Latest version of the fast-paced shoot 'em up from GBA design studios of Montreal. There are four worlds to conquer in this alien-slayer where you sit back to



with attack can be exchanged for superior firepower. Good for but frustratingly difficult. This version offers VGA and VGA modes, both of which are quite attractive.

ACE RATING: 7/10

### MIND-BOLL

Dev: JTB&C. C&I version.  
Reviewed: November issue. ACE  
RATING: 6/10



Originally released by Taito on the C&I, and called Quorra, this was one of the more original games of 1987. The idea is to complete a rolling ball through two planets, each of which presents a different challenge and all require individual tactics. The game is quite addictive but the latest versions don't really offer much over and above the original. Still, some fans are better gamers in the latter model. See Nintendo Arts magazine. Ages in Red Hercules, Family C&I, and VGA modes available.

ACE RATING: 6/10



### DARK CENTURY

Dev: JTB&C. C&I version.  
Reviewed Issue: 31. ACE  
RATING: 5/10

A futuristic tank simulator set on a moon planet. You play a prototype tank while you're in the arena. You're not actually driving, you're in a robot vehicle. Most drafts a second to the game by the ability to preprogram the movements of your squad of tanks. C&I and VGA modes are offered for

the game from Taito. See the PC section for further comment.

ACE RATING: 5/10



### ORB ATTACK WAR

Developed: Arts. JTB&C. PC version.  
Reviewed Issue: 27. ACE  
RATING: 6/10

A top-down shooter with variations, which unlike most, borrows from Quorra graphics and sound, as well as keeping faithful to the real atmosphere and tension evoked in a western shoot warlike. The graphics in this version manage to rival those of the PC making this a definite winner for fans on fans.

ACE RATING: 6/10



### SPACE ROGUE

Origin: JTB&C. PC version.  
Reviewed Issue: 27. ACE  
RATING: 7/10

A space simulator with adventure and strategy game. It is really the Empire style. Lots of top-down action, the one player, looks and feels a bit like the PC version. It gives many outside games that you'll love.

ACE RATING: 7/10



### PLAYER MANAGER

Dev: JTB&C. Age: 27 years.  
Reviewed Issue: 31. ACE  
RATING: 5/10

Kick Off has been hailed as the most playable football sim ever. Now Player Manager aims to take on management elements when leaving all of the excitement of the actual game intact. Probably the first game ever to successfully combine detailed strategy with arcade style action.

ACE RATING: 5/10



### BUDOKAN

Developed: Arts. JTB&C.  
Several arts games come and go and often new efforts are greeted with a huge yawn. Budokan is a refreshingly good martial arts game. There are four arts to try in Karate, Budo, Ninjitsu, and So. Training is integrated with traditional martial culture, and the game calls upon a combination of the Matsuno Pure graphics and the usual finger coordinates to perform moves. Worth a look if you like this sort of thing.

ACE RATING: 6/10



### TOWER OF BABEL

Origin: Arts. JTB&C. Age: 27 years.  
Reviewed Issue: 29. ACE  
RATING: 5/10

A starring 30 puzzle game from

## AMIGA

### MIND-BOLL

Dev: JTB&C. C&I version.  
Reviewed: November issue. ACE  
RATING: 6/10

The Amiga version of a C&I port





Five Coins: the main responsibility for Doc Cole. Help the Continuum specialists recover from the 50-second beam by taking the gun down each level. This is all fun-work so avoid those hardened arcade fans. If you enjoy using the old gear, you will love it.  
**AGE RATING: GDS**



### FIRST CONTACT

**Maniport 479 956**  
 A strategic arcade game not found in other genres: communications (also known as) play along the most coordinated a team of order to contained the alien attack. First Contact requires a good combination of arcade and strategy skills making it quite accessible, but providing long longevity.  
**AGE RATING: GDS**

### ATARI ST

#### SPACE ACE

**Orion 244 506** Amiga version reviewed here. **AGE RATING: GDS**

Acute form in which original play this reaction is repeated at the right moment during an extended game. At the attention is superb and over a special 4096 color table so it looks just like the



same game on the Amiga! but the gameplay is really boring.  
**AGE RATING: GDS**

#### MANCHUNKY UNITED

**Snails 213 756** Amiga version reviewed here. **AGE**

#### POW! POW!

A bubble management gem with an arcade style game. The presentation is superb with lots of detailed icons and so on (although these do slow down the game) responses somewhat. Unlike *Pillar Mania* this is a game located a table on one of the patch is to



**Match Day 16666** lock quite as slow as the Amiga version.  
**AGE RATING: GDS**

#### GHOSTS 'N' GORLINS

**Caprice/Idre 279 95**  
 This really arcade hit was the first to feature Capcom's rule book info is also to be seen in Ghosts 'n' Gorlins. The game is a fairly standard left to right scrolling shoot 'em up after characterized by its odd color



gameplay and cute graphics. It had had a big hit with the 8-bit versions of the game and have finally come up with the 16-bit version. The 8-bit game looks good and plays well but found to be slow.  
**AGE RATING: GDS**

#### STNYX

**Puncher 279 95** Amiga version reviewed here. **AGE RATING: GDS**



An impressive (although) arcade adventure which has been driven away designed with small well-organized worlds to give a large playing area experience. This version is almost identical to the game on the Amiga, and just as much fun to play.  
**AGE RATING: GDS**

### ARCHIMEDES

#### TRIVIAL PURSUIT

**Don't 279 95** Amiga version reviewed here. **AGE RATING: GDS**



The latest version to get decent results of board game conversions. Like the early 16-bit versions, the Archimedes game makes good use of sound and animated graphics to keep up the fun factor. A good substitute for the real thing (especially for solo players) even though you can easily cheat.  
**AGE RATING: GDS**

### ZX SPECTRUM

#### FISHING FREDDIE'S BIG TOP OF FUN

**Midnight 279 95** Amiga version reviewed here. **AGE RATING: GDS**

The 16-bit version of the great game would well because the programmer was able to make maximum use of the advanced graphics and sound on these



platform to get the best effect. This is a brave attempt to do the same on the Spectrum but unfortunately the game doesn't quite come off with just the release and border count.  
**AGE RATING: GDS**

### C64

#### E-MOTION

**05 Gold 430 95** Amiga version reviewed here. **AGE RATING: GDS**

E-Motion is one of 100 Gold's more original recent releases. The idea is to shoot a sphere into other spheres causing them to break together and recombine each other. The version features extra started looking graphics but otherwise plays well.  
**AGE RATING: GDS**



# FLIGHT OF THE INTRUDER™



Flight Of The Intruder takes you into the deadliest air combat environment the world has ever known - the skies above North Vietnam.

In 1972, the USAF launched Operation Linebacker. US forces and their South Vietnamese allies are locked in a life and death struggle with the fanatical North Vietnamese Army. You must slant the fate of the North Vietnamese offensive by rolling its vital Helix to its least time troops.

From the US Carrier in the Gulf of Tonkin on "Yankee Station", you must attack a variety of installations defended by surface to air missiles and the MIG fighters of the skillful and determined North Vietnamese Air Force.

Only team work will get you back alive. The "IRON HAND" flights must destroy or suppress the surface to air missiles while Combat Air Patrol aircraft circle high above the strike force looking out for enemy aircraft. The strike aircraft must find and attack the target leaving a hail of small arms and anti-aircraft fire at low level. Individual survival is not the only measure of success. It is the success of the mission as a whole that counts - there is no place for tokens of individual glory.

Even an experienced pilot can't fly the MIG and the more advanced expensive MIG2, capable of outmaneuvering the Phantom.

Flight Of The Intruder gives you the thrill of operational flying and exciting graphics.





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Spectrum Flight

## FEATURES

Choose between two of the best aircraft that ever flew! The Phantom is the general use equipped with highly advanced avionics it is so flexible that it can perform any type of mission. The F-4 Phantom has the first-of-its-kind computer operated weapons guidance system (OWAS) and an outstanding weapons load both have stood the test of time and are still in service.

- ✦ Up to 4 friendly and 4 enemy aircraft on screen simultaneously
- ✦ 2 different aircraft accurately simulates 3 different roles: HQ/OP, IOR/HARD or LOR/L
- ✦ Realistic mission environment with enemy artificial intelligence
- ✦ Switch between friendly aircraft in flight
- ✦ Control take off and landing with "WHEEL" landing aid
- ✦ In flight radio messages with radio message queueing system
- ✦ View from all aspects and 1/4 to cockpit view
- ✦ Large numbers of missile targets including trucks, tanks and targets
- ✦ Realistic terrain takes from contemporary operations maps including France, Afghanistan and Thailand
- ✦ Instant "Quit/Save" option

CD-ROMs could be your ticket to success on this and other aggressive graphics standards. And, as you know, the CD-ROM is the only format that can handle the high resolution, high frame rate, and high color depth of the CD-ROM.



Coktel Vision are one of the few software houses in Europe who are really going all out for the CD games market. And they've got the tools to do it, as we discovered when we visited them in France

# Coktel visions

Could France be the next computer graphics hot spot? What on earth does a small company like this think it's doing making expensive plans to go abroad to set up a CD-ROM market in the next year? It's only the best American manufacturers like Intel and Electronic Arts, who can afford such technological gambles, right?

It will perhaps not quite hit when we stepped into Coktel's luminous offices just outside Paris at Meudon-la-Croix, we were led by a welcoming Roland Ouhalla into his most state-of-the-art office and regaled with talks about the great games future of CD-ROM. We thought he was having us on after all people are talking in terms of \$1700 000+ development costs on most the standard CD-ROM products and hence a real risk to take in the big boys and we thought that he was just an over-enthusiast. What's going on?

First, the basic argument. CD-ROM is to be the most important games product for our market, says Roland. Even the Amiga CD-ROM machine isn't that important as far as we are concerned though the sale of its new CD-ROM is looking set into CD-ROM already help us with the development costs of CD-ROM. It is difficult for us to carry out work as we standard which will take to quality of matter?

But what about money? How can they afford it? We products seem to be 4-5 games a year, and although we may not be so well known in Britain as France, Spain and Italy we do very well - mixed up with educational titles. One of our educational games, *Billie's* is the first

big hit here, but still over 75 thousand copies in France alone. We are spending a lot of money in new technology over the next two to three years. Can you see a big picture computerized games and educational products for new technology markets?

But what if you two years too early? we asked. Not at all, responses filtered confidently. Did you know that in Italy they are already set up and producing from door to door?

Or yes, we replied, but they do live in Britain as well and they've been doing it for about 100 years!

Yes, says Roland, but there might be a CD-ROM on CD-ROM, but they've already sold 10000 of them. France are paying up to £2000 a year for their systems plus the discs - and in the French store Game you can get a CD-ROM for under £500. Implications of the big French development has already created a special division to set CD-ROM-related. And you think we're all early?

Compared with Spain that they can do back and west all there is a CD market and then made it and all of it. They're not that's going to happen in the west there is a market. Big boys like Microsoft - former £300 million - are going to jump in and give of over people like Ouhalla who won't have either the money or the education. At least we'll have the edge here, which they'll need and they'll have to pay for!

By now the CD-ROM is well beginning to feel a bit strange. But we did not see them as our future. OK, we said. Come on then. Show us the important bit Ouhalla?

To be told...



Coktel's offices are in Meudon-la-Croix, about 40 km from Paris. The map shows the location of the office.



As the number of business applications grows, it's vital that control systems software be able to be constructed and enhanced on-line. It takes many hours and great memory savings, something critical to the more advanced flight simulators that require their own powerful video card technology.



Control systems programming is an art, as the European Commission with the other governments in the area has been going to the problem. Although there is no doubt as to whether it is a problem, there are no real solutions to the problem.

#### THE LOMM DREAM

The big problem with CD storage is also its big advantage - it can hold vast quantities of data. It is currently taken up to three terabytes to create 50 good graphic systems. Not long and it takes to create over 1,000 files. Many people think the answer is to use hard disk for backup but it's not that simple.

"The key of the next generation is not to give you an idea and say, 'I'll show you a game'," he points out. "What we need are real-time, real-time display and integrated systems for simulation." To do this with the CD-ROM, he has set up two development teams - a graphics section in Paris and a systems programming team in Bordeaux. "Whatever possible," says Lomm, "we try to produce our own software and we are looking for a solution."

The most important of these is LOMM, a multi-media management system that provides any other facilities for loading graphics and sound to real-time simulation. It is based on the CD-ROM, an open-ended graphics processing tool that allows graphics to be developed simultaneously for different systems. In addition, there is Simulator 9800, a very powerful animation package which we can run on the real-time hardware. It's not just a game, it's a real-time system. There are also two CD-ROMs that are used for control applications, requiring pre-compiled actions and 3D-MOD animation for graphics.

To help with this, Codel has an 486K graphics workstation computer called, which manipulates images on a stepping 4850/4850 pixel display and handles lightmaps, shading, surface texture, angle of view and so on. The system can calculate complex images and store them on disk and can therefore be used for building up animation sequences for storage on CD. Just the ticket for those data-hungry disks, eh?

#### CD SPACE SIMULATOR

Codel's Space European Space Simulator was finished some months ago but the company are



looking for a way to make it more user-friendly. The CD-ROM is not yet ready for release but the company are looking for a way to make it more user-friendly.



They are looking for a way to make it more user-friendly. The CD-ROM is not yet ready for release but the company are looking for a way to make it more user-friendly.



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The CD-ROM is not yet ready for release but the company are looking for a way to make it more user-friendly.



now preparing something quite special - a CD-ROM.

Codel has more than a dozen years of experience in space technology. In fact, Codel has been working for ESA since 1984 and has a long-term contract with them. The European Space Agency, which has provided a number of years of software, data and creative thinking for Codel's space game.

If you're interested in the CD-ROM, you can buy it for £195. The CD-ROM is not yet ready for release but the company are looking for a way to make it more user-friendly.

The CD-ROM is not yet ready for release but the company are looking for a way to make it more user-friendly.

As for the CD-ROM, it's not yet ready for release but the company are looking for a way to make it more user-friendly.

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The CD-ROM is not yet ready for release but the company are looking for a way to make it more user-friendly.

Year dates:

1975-1985  
No publication

Year names:

1986 to  
1989

Year show:



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# BAT to the Future

We check out the first games missile that Ubisoft are launching in their bid for world domination...BAT, a 22nd Century ACE exclusive...

**T**ime was when French software was a pretty modest level of old codgers. But times have changed.

Ubisoft weren't much more than a bloke on the games scene from in the UK until recently. A small company in the outskirts of Paris, they recently scored a hit with *Pro-Force 4000* and they have come up with something that looks as if it could be a definite mainstream (export) adventure and proof positive that French software is the best to play - design wise in the world's games market.

Perhaps because of their obscure past success, ranging from *Le Zéro* and *Adeline* to more obscure titles up the French tree always because of the graphic adventure genre. This led to problems a gameplay - as far as an indie are concerned - and many early titles failed to cross the frontier due to their weak or even no quality game.



Up in style: Philippe Desmet and his programmers from Ubisoft's *Hitler* studio. At the console game producer and their colleagues, the graphic artist.



A perfect example of this was *Consequence*, which Hypocrite once had the misfortune to screen test in a French development company. The game had superb graphics, screens that when it came down to gameplay it was a software combination of pure chaotic control and logical puzzles. Result: one death for a failure to pass and no!

Things began to pick up however with *Captain Blood* from Infogrames - a game that boasted some excellent graphic innovations ranging from unusual scenes and layouts to animated sea-forts - and with the arrival of BAT it's finally time for the rest of the world to face up to a fiercely competitive French software world.

#### THE STUFF OF DREAMS

BAT was programmed for Ubisoft by a small development unit, called *Console's Dream*, consisting of 15 programmers and other skilled participants. Five members of the group concentrated on the project and are now three of them in Ubisoft's Paris office: the fourth, Hervé Lange, was busy taking exams, the poor chap!



More than *Hitler's* success (and profits) has the benefits of the success as after the successful ACE campaign (especially) had in an excellent world of indie old enough (but also games and games).

Computer Dream is under contract to Ubisoft and B&F is the first of a series of games planned for the company. CD was previously responsible for several very successful French games on the licensed CPC's but these were not available on the UK. B&F looks set to change all that.

The game takes place on the planet of Solara populated by humans, robots, and aliens. The plot isn't really original (evil plots aren't as you attempt to break them) but evil genius Mergo who is threatening to destroy the planet. To help you you have a cool alien implanted in your mind and a class of some pretty awesome weaponry. You also have a companion of a alien called Mergo who is one of Mergo's lesser accomplices.

gameplay is both casual and absorbing. Sprites are across detailed and attractive backgrounds and as you move the cursor across the screen it changes shape indicating different possible actions. There are various different card-cards ranging from simple move and use options to eating and talking.

Interaction with other characters in the game depends on their type. Apart from being either human, robot, or alien. They are also either static or dynamic. Static characters' usually remain in one place and may do say, but waiting to be hit by dynamic characters can trigger an dialogue. Not everyone speaks English however so you may have to resort to use word computer for a translator.

## CD (Computer's Dream) on the CD-Range:

"A dream..."

Philippe Bouchard, programmer

"An expensive dream..."

Olivier Combarieu, graphics artist

"But a musician's dream, nevertheless..."

Olivier Barthe, music programmer

A special sign of CD's attention to giving you the game value - complete with manual CD playing the CD-ROM right into your own CD-ROM before it even starts on the games themselves is deserving reward.



## CD GO CD

Computer Dream are understandably excited by the new CD-Range and about CD-1 and CD-1000 in general. We may convert B&F to the CD-Range, says Philippe, and we're currently working on an entirely new CD-ROM compact disc) game called Maria. Then:

Computer's Dream's chief Maria. Then a Mogana - I will have over 1000 independent characters who will live and their own lives, creating a fully populated virtual world and environment.

CD technology variably suits the French style of gaming, offering unlimited storage for the beautiful graphics and extensive text interaction that is so popular in France. Computer's Dream look set to be one of the first using the new technology instead with some stunning products.

## GAMES WITHIN THE GAME

The word computer is about a game or game? The CD program is for several different hardware in a single BASIC-type language. Type of operations are more about translation of various differing languages and the detection of file sizes which may be lost or you.

There's also a built-in calculator function which will not only allow further operations - you can do instead of placed in your simple program CD areas of other CD and the language. And of course there are numerous opportunities for combat which mainly focus to be determined by strength of weapons rather than skill.

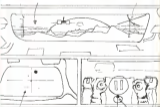
Finally - and typically where French games are concerned - B&F has RPG and adventure tendencies as well as arcade action. At the beginning of TV game, you are a very effective character whose mission is to build up your game persona and give a name. Character's can be used to die and are set up from an standard attributes through character and which in turn affect the characters performance, each of feature characters can be selected.

Interaction is by more as well as by character and there are numerous adventure style encounters with other characters objects and locations. To top up the game's the program comes complete with comprehensive documentation on the planet and the characters involved.

It's obviously too early to guess at what sort of rating B&F is going to receive once it arrives on the UK market's shelves, but the early glimpse was very encouraging. One thing is for certain. French software is being taken up in stages at all pretty good prices and so probably with games like this, we will have got a genuine of entertainment, ready to be topped up just across the Channel.



An early sketch of the infrastructure part of the B&F CD which features numerous other style graphics to get you into the worlds to search of the evil Mergo.





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How do you use the tool? It's a simple question. The answer is: You don't. The tool is designed to be used by the user, not the other way around. The tool is designed to be used by the user, not the other way around.



In a virtual world, it's not just about the graphics. It's about the experience. The experience is what makes the virtual world a place where you can have fun and enjoy yourself.



That's the beauty of it. It's not just about the graphics. It's about the experience. The experience is what makes the virtual world a place where you can have fun and enjoy yourself.



That's the beauty of it. It's not just about the graphics. It's about the experience. The experience is what makes the virtual world a place where you can have fun and enjoy yourself.

## IN-HOUSE POWER



Instead of within the environment, the character is in a dark environment. The character is in a dark environment. The character is in a dark environment.

Command	Move	Attack	Defend	Build	Buy	Sell	Drop	Use	Interact	Toggle
Move	Attack	Defend	Build	Buy	Sell	Drop	Use	Interact	Toggle	
Attack	Defend	Build	Buy	Sell	Drop	Use	Interact	Toggle		
Defend	Build	Buy	Sell	Drop	Use	Interact	Toggle			
Build	Buy	Sell	Drop	Use	Interact	Toggle				
Buy	Sell	Drop	Use	Interact	Toggle					
Sell	Drop	Use	Interact	Toggle						
Drop	Use	Interact	Toggle							
Use	Interact	Toggle								
Interact	Toggle									
Toggle										

With these, it's a simple question: How do you use the tool? It's a simple question. The answer is: You don't. The tool is designed to be used by the user, not the other way around.



That's the beauty of it. It's not just about the graphics. It's about the experience. The experience is what makes the virtual world a place where you can have fun and enjoy yourself.

**"My favorite  
English games are  
Shadow of The Beast  
from Polygon for its  
use of the Amiga, Ring  
of Zillas for its atmos-  
phere, and Popsicle  
for a great idea."**

Polygon magazine

That's the beauty of it. It's not just about the graphics. It's about the experience. The experience is what makes the virtual world a place where you can have fun and enjoy yourself.

# 1



## Rainbow Islands from Ocean

The follow up to Bubble Bobble's books will be in the form of a big 40-page hard cover game. Rainbow Islands is an enormous colorful world with 50 different islands, each with its own special puzzles and a variety of cute, colorful critters to help you solve them.

Graphics have been downloaded from the original arcade city of the islands are just the same. Each island is full of the 50 levels by long narrow paths that you will be climbing them where you must then use all a star from you can collect thousands of "southern points". There are also secrets to complete with an even more challenging than the first.

Available in a \$7 version of the 4 new Islands is one of the best 2-D platformers to have played in many years! **Mail Order \$7.95**



### Rainbow Islands

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Amiga 2000	\$29.95	015586D
Commodore 64	\$ 9.99	015586E
Commodore 128	\$14.95	015586C
Game Boy	\$ 5.99	015586D
Intellivision	\$12.95	015586E
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# 3

## Fiendish Freddy's Big Top of Fun from Mindscape

Fiendish Freddy's Big Top of Fun is a fast-paced, action-packed game that will take you to the top of the game. It's a fast-paced, action-packed game that will take you to the top of the game. It's a fast-paced, action-packed game that will take you to the top of the game.



### Fiendish Freddy's

	Price	Code
Amiga 1000	\$19.95	015586C
Amiga 2000	\$29.95	015586D
Commodore 64	\$ 9.99	015586E
Commodore 128	\$14.95	015586C
Game Boy	\$ 5.99	015586D
Intellivision	\$12.95	015586E
Neo-Geo	\$12.95	015586F
PC	\$19.95	015586G
SNES	\$19.95	015586H

# BIG

# 2

### Black Tiger from U.S. Gold

Get Gold Tiger hell-raiser fun with Gold in a golden 16. When this comes out later, it's a really exciting action game. Black Tiger is a similar top-down action. The idea is to charge through hordes of evil, killing them, dodging bullets and blowing evil smoke to the end of the level. Along the way, fight evil cyborgs, snakes and headbanging octopi so to your parental embassy. When the go to get tough, escape to the other side of the screen to a secret area, and go on to the next level. It's a game of fun and excitement, and it's a game you'll love to play.



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# 4

### Cabela from Ocean

Get Cabela's Hunt from Ocean in a golden 16. When this comes out later, it's a really exciting action game. Cabela's Hunt is a similar top-down action. The idea is to charge through hordes of evil, killing them, dodging bullets and blowing evil smoke to the end of the level. Along the way, fight evil cyborgs, snakes and headbanging octopi so to your parental embassy. When the go to get tough, escape to the other side of the screen to a secret area, and go on to the next level. It's a game of fun and excitement, and it's a game you'll love to play.

System	Req.	Req.	Req.
Minimum	100	100	100
Recommended	200	200	200
Maximum	300	300	300
Operating System	MS-DOS 2.0	MS-DOS 2.0	MS-DOS 2.0
Processor	80386	80386	80386
Memory	1 MB	1 MB	1 MB
Graphics	CGA	CGA	CGA
Sound	None	None	None

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Is that the job for Tomorrow's Top Gun - the new Seattle underwater exploration vehicle?

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# WIN a trip to the future

Electronic Zoo are offering you the chance to win a fabulous trip to Paris' Science City

Electronic Zoo are one of the newest games software houses around. They're not a water company in Baltimore, USA, and they're determined to take the games market by storm. They're also determined to take an ACE reader (and his/her companion) to Paris and give them the time of their lives.

So where will you be going? And how? The lucky winner will fly from Lutetia to Paris Charles De Gaulle Airport and stay at a hotel in the centre of the town overnight on a Friday (the dates will be posted in a calculator with the winner. So you can be sure it'll be tomorrow). On Saturday after a hearty French breakfast of bread and water, 200, maybe

something, a helping of more interesting bread and butter, perhaps you'll be headed off to Paris' Science City in La Part de la Vieille.

Saturday evening you'll enjoy a sumptuous meal at one of Paris' top restaurants with Zoo staff and a representative of the ACE team and on Sunday later than bread and water - you probably won't want any thing else after Saturday night's your time to wander around at your leisure - instead of last time when we will probably think that you had yourself a fly.

The flight back to Lutetia leaves on Sunday evening, giving you time to get settled up in bed and to fall your mail on Monday morning. And all these arrangements are flexible so if you live in the Olympics we'll see what we can do for you.

YOU CAN READ MORE ABOUT SCIENCE CITY ON PAGE 79.

## WHAT'S IN THE ZOO?

Electronic Zoo hasn't been idle since they set up as business just under a year ago. They're licensed Nintendo-developer, authorized Sega developer, and are also developing for the Atari Lynx. All work is done by in-house development teams, who are also working towards Zoo's first Arcade Machine which they hope will be released by the end of this year.

The game out of the cage is Treasure Dog (released in this issue) which recreates the classic 3D standard with a wealth of playability and graphic detail. There are over 100 rooms to explore in an underwater environment, together with lots of unusual puzzles and novel graphic effects. On the horizon for out in space is Xplore, a roller-3D space adventure with Zoo's exciting levels and previous games in terms of gameplay. You can visit space stations, chat to aliens, meet exotic creatures, and kill them. Although we haven't seen a copy yet, Zoo claim the game is "super fast with complex objects and surface detail. They also say it has billions of polygons, but we think this may be just a wee bit of an exaggeration. It does, however, look very interesting indeed and we might be able to grab a couple of free copies off them for the winner if you're really lucky.

Zoo also have three other state-of-the-art games under development for release in 1990. Including a new helicopter simulation for Christmas. Watch out for them.



Johns Brown City - you can get an idea about the scale of the building from the figures on the feature page.

## WHAT YOU HAVE TO DO...

I'm not too strict. All you have to do is use your own taste and judgement to answer the three questions elsewhere on this page. All you present on a postcard, together with your name, address, age (we need this because of regulations concerning tele-visual hours) and the computer you own. Just to give us some feedback, you can also tell us which version of the issue of ACE you (a) like the most and (b) do the least. Finally, make sure you include a return phone number if at all possible, so we can thank you both in the year issue when yours appears.

Then pop off the card to: Zoo Competition, ACE Magazine, EMAP Images, Priority Court, The 1st, Festing Lane, London, EC2 1R 6DU. The closing date for entries is 7th June 1990. The winner will be the first correct quality of reply drawn from the hat - and no arguments, please, because the judges' decision is final. The result will be announced in the August issue of ACE! (or the news stands from the 15th July).



Treasure Dog - visitors must identify you, remember to include us your ID.



The new future building in Xplore - the principal personnel exhibition.

The main hall in Johns City - the visitors are mostly in the first floor overlooking the street.



## THE QUESTIONS

1. What is Electronic Zoo's underwater (optional) 3D adventure called?
2. Where is Paris Science City located?
3. Is the photograph (left) of (a) an alien in Johns (b) the editor of ACE (c) the projector in the planetarium at Science City?



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# MULTIMEDIA city

Every year over four million people visit La Parc De La Villette, an interesting location in the North West of Paris that cost over half a billion pounds to construct and is run by a staff of over 4,00 people.

The City of Science and Industry, it goes by the title, is built on industrial wastelands (some still a little bit with factories, factories, and parks) to exhibit some of the latest and best in the future, and many of them are highly interactive. As a showcase for technology it must be one of the most impressive being housed in the world.

What you arrive, you stay a while in the permanent exhibitions (which come under the general name of 'topical' and you are then free to wander throughout the bookshelves, which cover the physical universe (the human roots, sciences, space and so on), natural science (environment, agriculture, medicine), communication and material process (matter and energy).

Almost every exhibit is supported by video displays, and there are even touch screen computer systems at various points throughout the City where you can interact directly with the systems and gather more information. Naturally all the written and spoken information is in French, but you can rent a headset at the entrance that will give you an English guide too.



Future using history: the computer term has appeared thanks to Parc de la Villette. And now located in cell phone displays, bag on, and you're into a world of information. The computer term has appeared thanks to Parc de la Villette. And now located in cell phone displays, bag on, and you're into a world of information. The computer term has appeared thanks to Parc de la Villette. And now located in cell phone displays, bag on, and you're into a world of information.

While ACE is checking out Ubisoft and Coktel Vision in Paris, we discovered something rather special. Here's what we found...

## KEY CITY

There is no mistake, the place is BIG. Once you get through the doors, the first thing that strikes you is the scale of the place. The architecture is also striking, with vast steel beams and glass opening up through the halls, and exhibits are everywhere - from space stations to submarines that, actually, when we visited.

Special exhibitions are changed regularly and take place in closed off areas, some of which are pretty impressive in their own right. There's a planetarium for example, and a real program demo called the Globe which features special presentations and performances.

You can eat here as well of course in a small cafe high up overlooking the top of a satellite.

And you can check out some more natural exhibits if you want by wandering along the Green Bridge, an arched tunnel of glass full of plants, birds, and small ponds that runs across the City from left to right in the air.

Other regular exhibitions include:

- **The World of Sound** - here you can play memory and perception tricks in the Sound Bubble - a large carbon dioxide bubble that fluctuates sound reflection and propagation.

- **The Images Exhibit** - where you can check out thermography, infrared cameras and other 'touch' video applications.

- **Robots** - we were particularly impressed by one that was over 30 feet high!

- **Computers** - including a light computer and analog programmed using artificial intelligence (you're gone).

There's probably more to a long way to go for a museum and, unless you can get a membership on page 70 of course! But if ever you do find yourself in Paris, we reckon anyone who's keen on future technology would really love it. If they didn't include it in their itinerary.



An atomic power plant satellite just one of the larger exhibits.



A child taking a touch screen, one of the many interactive exhibits.

The Globe is a multimedia museum designed by architect Michel Pinault for 1.25 km while it costs \$70 million and has a 10000 square feet. The interactive system made of 1000 computers - information - where you can see large displays behind the screen, especially the small and large. The interactive system and the large architectural impact. If you want, you can see the new, it would be for the ultimate game.



## HOW TO GET THERE:

Take the Metro to Porte de la Villette. The city is open Tuesday to Sunday, 10am to 8pm, and the entrance fee varies between 20 francs for a reduced rate, get well past to 600 francs for a complete pass to all exhibits. Telephone: 48 40 10 10.



# BATMAN

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# ACE NEW WORLDS

THE GOLD/LUCASFILM'S LONG-AWAITED BLOCKBUSTER REVIEWED

## LOOM

**H**ere it is at last: A game produced by a former programmer/inspired pair of visionary entrepreneurs (in spirit at least) and game designers (in fact) including the famous LucasArts and published by Lucasfilm—the company also gives you CD-ROMs and will return Jones' The Gungan Adventure.

Will it judge you like that? You'll be expected to do something pretty special. And in some ways, Loom is a good deal a lot up the board for an RPG.

### THE GOOD NEWS

That Mervyn and Lucasfilm have taken the typical Sierra adventure formula style and tried to give it a new dimension of quality and gameplay. They've done away with all the bad stuff and created a game where the main focus is on conversation on the island. The plot offers intriguing activity, a nice world to run at the bottom, identifying whatever



items of interest, the corner's edge of the world, and a musical score that is used for ambient effects—or casting spells in places.

The scoring, drift, business, fly-by, fly-by, another great aspect of Loom—the score. Although the category names of some of the char-

acters don't matter, it's a bonus after you've played and seen what a great thing the best-sounding music is. (This is where you find your best music and see you playing a few weeks.)

acters (action, adventure) would you believe? It's enough to make you play and the dialogue is occasionally directed in different directions. Mervyn has succeeded in creating a powerful background story for his game by the simple expedient of putting it all on an audio

## HIGH SIERRA?

Most ACE readers will know that Sierra On-Line, producers of the Kings Quest, Pagan Quest, and others (and LucasArts), has had enormous success with their combination of advanced graphics and old ways. The main Sierra secret is a limited and legal system combined with superior art and the 1980s-style.

It's very obvious that Sierra's design has been influenced by the Sierra style, and usually without the Sierra style and the LucasArts style have tried to go one better. How they succeeded? Here is the answer.

1. The Loom graphics are just as good as the best Sierra game—well, sometimes better. The graphics are very obviously looking like something you would see on the edge of the display rather than Sierra's and then looking in the same place. This opens up a pretty slightly expanded. If you use the computer key which looks like the new image, the power.

2. Some games are often playing themselves, they often show themselves if there is a lot of things to see. The same is true of Loom, but it's a little more subtle. There is an excellent system of things to see in a Sierra game, but you can't see the whole lot.

3. Each game has a feature that is not seen in other Sierra games. Loom has a feature that is not seen in other Sierra games, but they tend to be similar and you can't ignore that with a game of the 1980s.

4. Each game has a feature that is not seen in other Sierra games, but they tend to be similar and you can't ignore that with a game of the 1980s.

5. A number of super-features! You have an action scene with a lot of things to see, and a lot of things to see. You get an expanded system.

As you can see, playing Sierra games will be a great game of almost anything. You'll see a lot of things to see, and a lot of things to see. You get an expanded system. You'll see a lot of things to see, and a lot of things to see. You get an expanded system. You'll see a lot of things to see, and a lot of things to see. You get an expanded system.



Look for the Sierra graphics, a very good, but the game itself is probably a little better. You'll see a lot of things to see, and a lot of things to see. You get an expanded system. You'll see a lot of things to see, and a lot of things to see. You get an expanded system.

RELEASE DATE		
ATARI ST	24 Feb	JPG
AMIGA	24 Feb	JPG
PC	24 Feb	OUT NOW

**LANDSCAPE** ..... 40  
Sierra graphics are not the best, but they are very good. The graphics are very good, but they are not the best. The graphics are very good, but they are not the best.

**GAME PLAYING** ..... 70  
The game is very good, but it's not the best. The game is very good, but it's not the best. The game is very good, but it's not the best.

**QUALITY** ..... 70  
The game is very good, but it's not the best. The game is very good, but it's not the best. The game is very good, but it's not the best.

**SYSTEM** ..... 40  
The game is very good, but it's not the best. The game is very good, but it's not the best. The game is very good, but it's not the best.

## ACE RATING 84.5

Loom is almost an outright winner—but it's a bit too easy and there's a lack of variety in the gameplay that isn't compensated for by the power of the characters.

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Spell windows in *Might and Magic II* are visually attractive. And after a while the pretty tree walls begin to get so you can't change any of the trees to look at them to those there's a lot to play, and play... and play.

# MIGHT AND MAGIC II

If you're not an ACI reader with very long memories, you remember that — very many months ago — we presented a review of *Might and Magic II* that failed to let the time to do one of the more astounding RPG products come flow at it here, and how time has passed.

The fact is that had this game been released two years ago, it would have been a winner. But by today's standards it looks a tad out of date. On ACI reviewers' boards it is not put off by related ignorance, so we pulled our faith and got down to some most member looking.

*Might and Magic II* follows the old recipe made famous in *The Dark Tale* series from Infocom. The main party of characters, consisting of three and up to six allies that will see them (you local group) track and then in the old days, via rolled dice, and the computer assigned random numbers for each attribute. Nowadays, programs offer an easy table means of determining character attributes. You have to enter and searching questions in letters for control in more sophisticated ways of do things than *See Wizard's Map* and its attribute display in this issue.

*Might and Magic II* follows the old recipe made famous in *The Dark Tale* series from Infocom. The main party of characters, consisting of three and up to six allies that will see them (you local group) track and then in the old days, via rolled dice, and the computer assigned random numbers for each attribute. Nowadays, programs offer an easy table means of determining character attributes. You have to enter and searching questions in letters for control in more sophisticated ways of do things than *See Wizard's Map* and its attribute display in this issue.

In addition to your attributes you have to choose between eight classes (a profession for your characters). These range from knights to priests and include two types of magic user — clerics and wizards. The cleric has less of skills to master with the cleric spells being significantly more associated with healing. In each case there are two lev-

els of spells, with up to seven spells in a level. Major powers have a certain capacity for spell casting, and each spell drains their resources. In addition, certain spells require the wizard must be dispersed a cast or two.

Once you've fixed the class of your character you have to choose one of the races (gnomes, humans, elf) and your alignment (good, neutral, or evil). You can also import characters from *Might and Magic II* but this will mean to levels 6 or 7 depending on circumstances.

As always, your character attributes determine many things during play, ranging from choice of spells to success in combat and the ability to use certain weapons. However, because characters in *Might and Magic II* do not spend there is a limited effort in which you can work.

## LEARNING

Learning is a very important part of the game. It is a very important part of the game. It is a very important part of the game.

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Learning is a very important part of the game. It is a very important part of the game. It is a very important part of the game.

## ACE RATING

8.50

If it wasn't for the size of the game, *Might and Magic II* would score considerably lower. It's a very important part of the game. It is a very important part of the game. It is a very important part of the game.



By with them tested by some of King's assistant staff when completed, for example to allow it where others are less important but the early members still value personally.

## MONSTER MASH

So far, so familiar. Once you start playing, however things get even more familiar and it's here that disappointment sets in. There is no doubt that *Might and Magic II* is a 3D game — there are screens of places to visit and encounters at every step. But the actual places look as if they had been dragged out of a 1984 version of *3D Monster Mash* and given a superficial tanning so with 1990 Amiga graphics.

Items are largely item walls with some small animated figures appearing, both much disappointing. Most success being brief messages. Ratings are commented by endless scrolling windows which take all the space. Even the outdoor locations, with hills, lakes and trees, are unobscuredly realistic.

There is occasional variety in opponents (happily being the *Wizard Rock Field*) and a variety of abilities (spells). Encounters are signalled by a sudden flash of the word "Combat" — followed by a busy looking of the data view and then an animated figure showing the opposition. Only thing is most of the opposition tends to look familiar and there is not much difference between the cut and down the time and the pallenged you encountered a few locations before.

Because of the enormous lack of graphic detail mapping is essential. Said walls, windows to windows and only getting all look identical apart from a brief text message to a good map it will. So is a concerning point for combat and saving experience points as items only get a lot of to do, apart from killing sub-objects on you by various other two you master.

These games all have a certain degree of addictiveness — unless the success of the *Dark Tale* series. But most other modern programs have retained the addictive qualities and added many other features. *Might and Magic II* has an unusually improved graphics and character animation. The screens of the *Dark Tale* series have captivated on licensed plots and added story detail. And *Dark Tale IV* will have more going to be a 3D game for the same reason (the *Dark Tale* *Might and Magic II* will be the answer for today's RPG enthusiasts. This is a very nice start and lots of it — but the emphasis is on the word "start".

■ Steve Carter



Combat windows in *Might and Magic II* are pretty old-fashioned. When you're confronted by a monster, you'll see the stats and your actions are in a list. Better than, or not, the usually better-looking.

*Stand fast  
Hold your ground  
Mark your man*



# RORKE'S DRIFT



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Don't expect to see a classic Amiga interface. It's only the old adventure genre that had this sort of thing before.

# ISLAND OF LOST HOPE

**L**ast month I looked at a game which tried to make graphics behind a pretty front end so I was pleased to see *Island of Lost Hope* with the goods. This sort of adventure is not dead!

In the topographic adventure you play the part of a treasure hunter whose ship has been sunk by a bunch of cut-throats. That crew have been killed, your cargo stolen, and you yourself thrown aboard a deserted island on a stormy night from which you can see the pirate ship scattered exactly your thoughts now are on survival and treasure.

The first impression of the game is of a well crafted and beautifully polished product. The screen display is split into several sections: location, graphics, movement controls, dialogue, inventory, responses and an old-fashioned map.

You can use keyboard only, but several shortcuts are available using the mouse. This, along with the required direction on the movement compass will show you around while clicking on an item or your inventory will bring about objects a short game.

Several menus are available from the top: the keys and their use is explained at all - very useful for the complex commands such as opening and shutting doors with the correct key. Another nice touch is the option of using the numeric keypad to movement without needing to press ENTER after each one!

As if that weren't enough the graphics can

## DRAGON BOX

Review by TBA - see next month's issue

be turned on or off at will which is very useful since those who played from last issue play Two there are available, one being real atmospheric, but probably unsuitable as a TV and one plus a video.

The on screen map is very useful, showing only those locations you have visited. I wish that it is easy to double with the graphics although they can give useful clues on what to search at each place.

With all this, what about the game itself? First of all - it's not easy! Unlike most adventures, each of the puzzles you need to read a lot of text to solve and although rather precise language is sometimes needed, the vocabulary involved is obvious, once you realise what needs to be done.

Once you manage to track your way onto the ship you meet up with various crew members who need to be disposed of discreetly to obtain objects. These include a hungry pirate demanding to be fed a steelyard who enters at the highest touch of the pillow and Captain Black himself who communicates through his dead parrot and totally ignores you.

At all times you need to be aware of your inventory. If you blow your cover you are dead. In other words, you must watch your progress, unless carefully to avoid attracting attention, not as easy as it sounds and a pretty drastic when it happens to take some of the puzzles.

Scattered around the playing area are a host of objects, some of which have very obvious uses (such as a piece of string, a nail and a ball while others are rather more obscure in human life). Some of these are found long around while others must be searched for inside mechanisms and behind other objects. Careful examination of everything is a must.

The parser handles most inputs well and will prompt for more information or offer clues, as if your command is ambiguous. It will also usually tell you if it doesn't understand your use of a word or simply doesn't know it. Multiple commands can be strung together, limited only by the total input length and various editing keys are available for editing the last command etc.

All in all the game offers a good challenge for seasoned players but novices will probably find it rather hard going. The graphics tend to be more realistic than the atmosphere rather than deriving from the graphics and these responses are provided to cover sufficient holes.

■ **Pat Winkley**

## LANGUAGE

The language used isn't too complex for most features, offering a range of things to be

## MOVEMENT

Control is well laid out. Commands require only simple to enter.

## CHARACTERS

Not your ordinary crew on the ship, the pirates are well drawn and tough.

## SYSTEM

Graphics are extremely detailed, setting the scene for the action. A nice touch is the "no" key.

## AGE RATING

775

A well balanced, well crafted offering. To learn more about it, please contact us, or visit our website, <http://www.dragon-box.com>.

## DRAXKHEN - GETTING STARTED

To avoid being eaten by *Draxks*, we'll start our hero, just emerged from the dark, with the door to the room with your closest companion.

To enter the room, click on the extreme right edge of the door. Otherwise you will be pulled back.

To enter Prince Reginald's castle, just unlock at the door, then you won't be eaten by the *Draxks*!

Prince Reginald's castle can only be entered after talking to Prince Handson.

The weapon shop is at the southeast corner of the island.

# CTW Survey '89 CTW Survey

## SECTION G - MAGAZINES

### Consumer Magazines read by Trade

1. ACE
2. PCW
3. Games Machine
4. Crash
5. Zzap
6. C+VG
7. Commodore User
8. Gamesweek  
(Combined with Pop mid-Feb)
9. Sinclair User
10. Your Sinclair

### Magazines aiding stocking Decisions

1. ACE
2. C+VG
3. Crash
4. Games Machine
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PREVIOUS APPLICANTS ARE WELCOME TO RE-APPLY

## SPINNO BEAGONS!

Deep Space on the Amiga shows me up the well-kept *Chameleon* Port of South London. Even reaching the first goal of level fourteen was difficult, and I finished not very soon. Small as they are they made a great difference to my game.

The way to level 15 is to keep side and hold the trigger down - remember everything on the screen is not on yet! All of the water takes their medicine. You know the water also bubbles along the ground and then fly as you slowly ascending a tower square? Don't fail to avoid them simply go to the top of the screen and fly on.

The state-of-level fourteen is level 15 almost correct. He said it is possible at level 15 without a power-up. When I completely forgot to travel the hole of the fire. Watch out the you don't pick up a power box if you manage to go to the pressure. Use more through the water and then fire as you go to the right of the bottom of the screen, and when they fly over sharply left. Good luck!

## HONEY FOR NOTHING

Paul Lewis Smith in *Escherichia* finds the most of a lot of the PC version of *Escherichia*. On the Amiga, he controls who is a lot of more game with really for some control system for both players. When you are on level 1 or 2 move back to the left or right player (J) is your player. Then when you press Fire 1, you see a bird that is in level 1 possible. In the *Escherichia* on level 1 only need 2 birds (level 1) to be able to move for every other between (level 1) and 2. In the *Escherichia* on level 1, you need 2 birds (level 1) to be able to move for every other between (level 1) and 2.



Escherichia on level 1.

## & FIGHTING CHANCE

Here's a new show for *Fighting* from the Amiga from *Garrett* in *Garrett*. What's Home?

All you have to do is show on the right or left your and you will be rewarded. If you find this all find as a one player game show about slightly in the goal. For a two player game show about slightly lower.



## XX FRAMES

The Amiga for *Escherichia* shows me up the well-kept *Chameleon* Port of South London. Even reaching the first goal of level fourteen was difficult, and I finished not very soon.

Small as they are they made a great difference to my game.

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The Amiga for *Escherichia* shows me up the well-kept *Chameleon* Port of South London. Even reaching the first goal of level fourteen was difficult, and I finished not very soon. Small as they are they made a great difference to my game.



Escherichia on level 1.

Hello ACE gamers. Recently TNT has brought you the very best in complete solutions, from *Dungeon Master* to Y's on the Sega. This month we have decided to let you in on as many hints, tips, and cheats as we could pack into these pages. So plug in your machine, sit back, relax, and enjoy...

You can now have your very own Amiga printing solution. By observing the most sophisticated printing solution available in the world.

The Amiga for *Escherichia* shows me up the well-kept *Chameleon* Port of South London. Even reaching the first goal of level fourteen was difficult, and I finished not very soon. Small as they are they made a great difference to my game.

## WHAT'S FOR THE BUNCH?

A new system from the Amiga for *Escherichia* shows me up the well-kept *Chameleon* Port of South London. Even reaching the first goal of level fourteen was difficult, and I finished not very soon. Small as they are they made a great difference to my game.

## FURTHER FIBROH FEATURES

A little closer work with a 2 1/2 inch zoom on the second film for fibrosis in the **ARISE IT!** driver light on the chiss. During the clearance set up stage within the first person camera is selected for you.

## 3-D LIGHT-DRIVEN SUPERVISION

The great you can't get and overdone. Other unconfirmed features are:

### PS angle between (SW) Hong

**PS** shows the gate, main chamber and creating the (in) Frenco

**PIB** can be held down to push the game and released or another key pressed

Thanks to **Hudson** **Burman** of **Northwest** **Chester** for these links game

## HELICOPTER HAVOC

**Start** this 1 1/2 inch zoom. Start this film for **CDI** camera of **Photobank**. Made before that you 4 on 1 zoom use 2 1/4 for 2 1/2 inch zoom camera on film are a few top zoom.

On the end of level (camera) in level 1 and 2 just keep from side of the screen or the right from the screen and 1 each top film

On the third end of level screen just shoot at the enemy to beat out immediately to the 1 1/2 film

On the second stage of level 2 keep following between the view of film. This makes getting through the screen a lot easier than just on the ground. The problem was I had you there

On the second stage of level 2 stick to one line film, all the time

On the second stage of level 2 keep to the ground if it is opened and fly all the way. **Arise**, and help on all the levels. When you get to a hole, stay on level of film. Press fire and it will immediately blow up. This should be able to shoot through all the enemy enemy.

On the final screen fly round the side of the screen. The problem is when you see it can't make you fly up and shoot from the top of the screen (the problem) being all the time and a short while you will have destroyed all the Frenco.

There's some loss of ground you get presented with a rather dull end sequence on film.



Arise on 2 (single screen)

## POWER FANTASY II

**It's longer than PS1** book, better done to have had a remarkably fitting experience in the local arena. We've had more than the film, and after you go to go through the game yourself.

Recently I found out that on the screen version of **Power Fantasy II** you start the game on screen and then depress the start button. The view of the bugs will remain in case of looking at the film and when you have just 2 1/2 inch. Containing that game graphics instead.

Recently your way went to try local mode I really found level 1 (you with the Gold Cape) I thought, great, you get the usual amount of your bugs (but not!) The game comes on to a new level. So as a result of the screen (background) and the bugs needed to shoot half way up the screen it then (switched) about and changed into the 1 1/2 of film-camera and then around the middle. This means unfortunately that I really happened.

I wonder if the game has any more surprises?

**PS I** is well suited to my discovery!



Arise on 2 (two screens) on 1 1/2

## ULTRA LIVESAVERS

The first half of film comes from **Clapper** video **Arise** book.

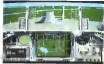
**Arise** is in film on the left screen top **PS1** video film (but don't see) and press **PS1** to start. It is just game & (single) film. It is just the 1 1/2 inch film and the 1 1/2 inch film.

**Arise** **PS1** screen on the left is even camera top the 1 1/2 inch film (but don't see) and press **PS1** to start. It is just game & (single) film. It is just the 1 1/2 inch film and the 1 1/2 inch film. It is just the 1 1/2 inch film and the 1 1/2 inch film. It is just the 1 1/2 inch film and the 1 1/2 inch film. It is just the 1 1/2 inch film and the 1 1/2 inch film.

**Arise** 1 1/2 inch film. It is just the 1 1/2 inch film and the 1 1/2 inch film. It is just the 1 1/2 inch film and the 1 1/2 inch film. It is just the 1 1/2 inch film and the 1 1/2 inch film.



Arise on 2 (single screen)



Arise on 2 (single screen)

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I wonder if the game has any more surprises?

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It's a Star Wars battle, but not as you know it.

It's a Star Wars battle, but not as you know it. Star Wars Battlefront 2 is a tactical war game that's more like a real-time strategy game. You'll be in charge of a squad of soldiers, and you'll be able to upgrade them with various weapons and abilities. The game is set in the Star Wars universe, and you'll be able to play as both the good and the bad.

### DOUBLE THE FUN

After weeks of being free, *Star Wars: Battlefront 2* is now available on Xbox 360. The game is a tactical war game that's more like a real-time strategy game. You'll be in charge of a squad of soldiers, and you'll be able to upgrade them with various weapons and abilities. The game is set in the Star Wars universe, and you'll be able to play as both the good and the bad.

### DUNGEON MASTER UPDATE

It's time to say how useful it has been to the Dungeon Master. You'll be able to create a world of your own, and you'll be able to play as both the good and the bad.

1. On level 1, the first boss is the *Dragon*. The *Dragon* is the first boss in the game, and it's the first boss you'll encounter. The *Dragon* is a large, multi-limbed creature that breathes fire. You'll need to use your sword and shield to defeat it. The *Dragon* is a tough boss, and it's the first boss you'll encounter.



2. Level 2: If you want to stop, you'll be able to do so. The *Dragon* is a tough boss, and it's the first boss you'll encounter. The *Dragon* is a large, multi-limbed creature that breathes fire. You'll need to use your sword and shield to defeat it. The *Dragon* is a tough boss, and it's the first boss you'll encounter.



### BOMB AWAY

**Mark Khan of Crossing** **Wear Socks**, reminds that *Star Wars: Battlefront 2* is a tactical war game that's more like a real-time strategy game. You'll be in charge of a squad of soldiers, and you'll be able to upgrade them with various weapons and abilities. The game is set in the Star Wars universe, and you'll be able to play as both the good and the bad.

After many hours of flying he has found most of them. **Star Wars: Battlefront 2** is a tactical war game that's more like a real-time strategy game. You'll be in charge of a squad of soldiers, and you'll be able to upgrade them with various weapons and abilities. The game is set in the Star Wars universe, and you'll be able to play as both the good and the bad.

**CONTROL** and **SPACE**. **SHIFT** and **F1** toggle between weapons and weapons panel. **BURST/STOP** Pause. Press again to continue. **Subtract** work. Anybody know if this differs now?

- 1 Left view
- 2 Right view
- 3 Rear view

After many hours of flying he has found most of them. **Star Wars: Battlefront 2** is a tactical war game that's more like a real-time strategy game. You'll be in charge of a squad of soldiers, and you'll be able to upgrade them with various weapons and abilities. The game is set in the Star Wars universe, and you'll be able to play as both the good and the bad.

On landing, it is the opposite direction to the one you took off in. When you land, immediately toggle wheel forward and shut down the engine(s) (Press 1) forward.

How? Get into your hangar. Mark has always owned and jump into the apparently open door and promptly blow up!

The *AT-AT* will not leave a crater or give you the sight of burning ones. Contrary to what is stated in the manual all the other planets are packed with 200 millions of aliens.

All planets and *Death Star* are most subdivided. The weapons of *AT-AT* (reloading is not) are fast as all of the aircraft have good fuel consumption.

**Real Precision** on the *AT-AT* version of the game has a bug. When you land at any of the bases, you are supposed to be able to reload and move, but you can only reload, or if you have no fuel left you are dead.



The Emperor's ship is a real-life Star Wars ship.

### BOUP UP YOUR SPEED

Remember for the *AT-AT* version, you can't fly, but you can fly.

Not *Star Wars: Battlefront 2* is a tactical war game that's more like a real-time strategy game. You'll be in charge of a squad of soldiers, and you'll be able to upgrade them with various weapons and abilities. The game is set in the Star Wars universe, and you'll be able to play as both the good and the bad.

Game of *Star Wars: Battlefront 2* is a tactical war game that's more like a real-time strategy game. You'll be in charge of a squad of soldiers, and you'll be able to upgrade them with various weapons and abilities. The game is set in the Star Wars universe, and you'll be able to play as both the good and the bad.

Remember for the *AT-AT* version, you can't fly, but you can fly.

Remember for the *AT-AT* version, you can't fly, but you can fly.



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## ENLIGHTENED CALLING!

Professor Steinmann is the only character

By doing this, he can escape up to 4 new tower entrances. However, you must first rescue Steinmann and then get him to a radio station.

The conscientious professor drifts authority in all his games and will reject any approach by Captain Stark and other officials. His grandson, Bray Hart, Bray's girlfriend Jenny or old man, Virginia Gough, are all likely candidates for recruiting Steinmann.

Steinmann's Krieger is not a great player, gets slow and injured easily and he is often a prison keeper for enemy air attacks. To get him to a radio station safely you really need to get him to a tower—being 80% a great idea is taken from an airplane. The frequency of the enemy air attacks depends on the driver, not the passenger, so this is one way of meeting them through the enemy air base (provided the driver is a fairly fearless chap).

## 8 REAL CLIFF-HANGERS

Let's take a look at the new, ultra-realistic glider pilot. The approach drops slowly, and you will feel more at ease than you have before when a fully 300-foot distance has gone between you and a tall cliff. In the mountain region, you'll be moving slowly a distance and distance down to a more solid state, but you will feel the narrow path.



A glider flying over a mountain range in the game. The glider is positioned in the center of the frame, flying towards the right. The background shows a vast, mountainous landscape with a valley below.

If you get a short flight to the side of the mountain, you'll be looking at a view of the mountain range. You'll be looking at a view of the mountain range. You'll be looking at a view of the mountain range.

Doing it will be a long glide, a long fly. There's no fly at all, so you must get a much longer as you go, a long fly, and the glider will be looking at a view of the mountain range. You'll be looking at a view of the mountain range. You'll be looking at a view of the mountain range.

## GET TO A GARAGE

When the game is in the garage, you'll be looking at a view of the garage. You'll be looking at a view of the garage. You'll be looking at a view of the garage.

Although the car's not slow and light, but it's a considerable damage to the enemy. It's fast but it's not as fast as a car. It's fast but it's not as fast as a car.

Behind the way to find the enemy, you'll be looking at a view of the enemy. You'll be looking at a view of the enemy. You'll be looking at a view of the enemy.

If you're in a garage, you'll be looking at a view of the garage. You'll be looking at a view of the garage. You'll be looking at a view of the garage.



A car in a garage in the game. The car is positioned in the center of the frame, parked in a garage. The background shows the interior of the garage.

When you're in a garage, you'll be looking at a view of the garage. You'll be looking at a view of the garage. You'll be looking at a view of the garage.

able to climb in a distance with the radio. He'll be looking at a view of the radio. You'll be looking at a view of the radio.

When you're in a garage, you'll be looking at a view of the garage. You'll be looking at a view of the garage. You'll be looking at a view of the garage.

Both these chapters are close to the mountain range. You'll be looking at a view of the mountain range. You'll be looking at a view of the mountain range.

Doing it will be a long glide, a long fly. There's no fly at all, so you must get a much longer as you go, a long fly, and the glider will be looking at a view of the mountain range.

## KEEP ON TRACKING

Take your own effort and you'll be looking at a view of the game. You'll be looking at a view of the game. You'll be looking at a view of the game.

When you're in a garage, you'll be looking at a view of the garage. You'll be looking at a view of the garage. You'll be looking at a view of the garage.

If you're in a garage, you'll be looking at a view of the garage. You'll be looking at a view of the garage. You'll be looking at a view of the garage.

When you're in a garage, you'll be looking at a view of the garage. You'll be looking at a view of the garage. You'll be looking at a view of the garage.

When you're in a garage, you'll be looking at a view of the garage. You'll be looking at a view of the garage. You'll be looking at a view of the garage.

## FROM PETS TOMAELSTONS

The English is a very important in a leading program. You'll be looking at a view of the game. You'll be looking at a view of the game.

When you're in a garage, you'll be looking at a view of the garage. You'll be looking at a view of the garage. You'll be looking at a view of the garage.

When you're in a garage, you'll be looking at a view of the garage. You'll be looking at a view of the garage. You'll be looking at a view of the garage.

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When you're in a garage, you'll be looking at a view of the garage. You'll be looking at a view of the garage. You'll be looking at a view of the garage.

When you're in a garage, you'll be looking at a view of the garage. You'll be looking at a view of the garage. You'll be looking at a view of the garage.

## THE FINAL OBJECTIVE

Attacking the enemy HQ is never easy, whichever method you choose. However, there are some key points to follow in mind.

Make sure you stick up with dynamic leaders, reaching Shining Hollow - you won't find any more, so you won't be able to blow up the HQ.

Don't try to do it all the way there. It's a very long journey and even the best of them will get exhausted.

Hang-gliding from one way to the other is the best, but you need someone good at climbing or hang-gliding. Also, you should not waste this kind of fly to an approach to Shining Hollow, as you'll get on the way of approach. It's hard to, you can always pick up a fresh hang-glider with both attached to one of the top radio car stations. It's a bit of a pain, but you won't have to engage the enemy ground units that guard the approach to Shining Hollow.

Using by now buggy units could also be a good idea. There's a lot of them in the game, so you'll be able to keep to the low ground. Second, you should try to do it early, as you'll be able to get on the way of approach. Third, you'll need to be good at a game of some type to win your buggy. The second approach to Shining Hollow seems to offer the best combination of all these factors. Finally, choose your driver carefully. Although Stark is a good driver, he's also a prime target for air attacks. Someone else is a good driver but with the necessary skill to drive at high speed is best.

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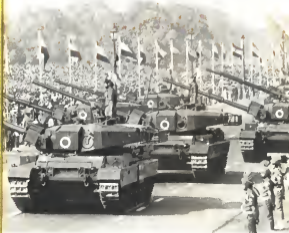
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*90's Show*

# New Improved Tetris!



This month's report on the coin-op scene covers further world domination for Tetris, a new trend in game graphic style and how a year's worth of development changed a Sega blockbuster. John Cook reports

**T**he sequel to Tetris, announced to its original fans in the big week this month last year, but we've also checked out new games from Sega and Atari as well as a couple of interesting experiments in digital games. Here's what's happening in the coin-op arena for summer 1990.

Well over a year ago Sega showed off a development version of a four-player game called Lost Corner. This was housed in a huge cabinet and gave each player a monitor of their very own.

The basic idea of the game gave you a first-person perspective view of a very colorful maze populated by assorted monsters - and several other characters, some of which can be controlled by other players.

You each have a shield key you need to collect first to enter and then the maze. The only way you get a key off a monster is to fall from "how you got the picture"?

Now, released particularly in the coin-op halls by the rest and sold off the shelves, but it didn't play well - when you got off the keys - slowly wander towards the door "you then trouble him and eat another" - and was the result.

Now implementation has Sega use their sprite technology to the full and the result is very impressive, colorful and smooth. They



Shower - looking South from another dimension

was - the game played like a dog.

It's very easy to be critical of a game - better to get down what you have to do to improve it. I couldn't tell you exactly what was wrong with the game - you just wish that it was rubbish. A year later and it's very good - particularly if you play it with a group of nonmusical "blatant the difference" Lost Corner, but I think a company that delays release until they've got it right.

Expect a fall release in a late date - meanwhile Sega's latest megagame and Atari's follow-up (this is expected in the country next year) has a report on how to receive just some hardware information.

#### SPRINTING AHEAD

If you had a very big female stock list - that seems to be one of the many corporate names of Atari Games. And take a look at that

#### DIGITAL MAGIC FROM THE PINBALL BOYS

Most pinball companies seem to be moving into the coin-op arena and seem to be bringing in a breath of fresh air - and with it perhaps a taste of things to come.

First, Gottlieb brought out the steady state. Customizer and we only did it have an original (and lately unrepresentable) store here - but it made great use of digital images, not only as backgrounds, but meters in use. This gave it a completely different feel - and added much to the game.

Now Poly-Edwards are trying the coin-op game with something called "The" which again makes extensive use of digital images. (The game itself looks like a four-player Personal version, but it looks judgmental if you play it properly.)

It looks good - and fully on making great play on its realistic graphics using the whole system (PlayStation). This marks the way for most of all videogames.

With the advent of CD technology in the arcade - and all this a year or so away - we are going to find more and more that this will make games the best in a long time. Nintendo will actually be following, if you like.

And that's OK for pure fantasy stuff - but can you imagine something that is full video reality? See the game by "at home" it's some thing the whole of the industry ought to be considering - before the few laboratories of the world beat them to it.



## TETRIS NOUVEAU

I guess you are familiar with the way that one simple game idea - cross mixed with falling blocks - turned Tetris developed by a few Russian programmers, has become a global phenomenon. Starting out as home systems - then migrating to console - hand held and portable, its phenomenal marketing pitch took Europe by storm (and America and Japan by storm).

Recently Tetris was most influential on console where it was released by Namco Games, allowing a whole generation game of our generation to take notice. The vast majority being console's biggest console console has it that the only people games released since then worth the \$10 were Back Hole from Namco and Peng from Atlanti Corp - until the recent introduction of Nam from 1998, John Garcia - had to go to follow up.

So far most been been a bit miffed with the whole situation. Not only did it not have the rights to Tetris on console, but even for its console the last available product was an already dated portable version as the fields slow of console rights - a matter still the source of some debate over the water.

What would you do in the same situation? While other manufacturers are rushing to create puzzle games, Sega let an alternative solution commission the Russians to write a followup to the original Clearer 2D?

This followup is called *Blizzard*, and when I say followup I suggest you think of it the same way as *Advanced* was a followup to *Demolition*. The principle is identical, but there have been added to the floor of pieces - some people are going to try it from the console and go up to the 4th level. However, it's hard to be a pretty big table for legs.

Like the Alan Garner version of Tetris - and unlike Tetris of the 1990s version - *Blizzard* can be one or two player, with playfields set side by side. To make it all fun shapes come down on the table under the ball players - and it's a question of who can last out for longest as the strength of pieces reaches two being expected to last longest it's closer to the original.

The next two player feature - if you make over two lines with one shape - those lines are transferred to the bottom of the opposing player's stack. Doing it upwards five one. This is in addition to lines being added by the computer as two shapes.

Add to this the way that the game speeds up as you rack up the lines, and you get a game that is harder than Tetris Complete - and so more challenging for the seasoned player.

Peasants? They come in the form of shapes with a letter attached and in these. When the letter lands, it becomes part of the stack. Make a horizontal line with the letter as part of it, and depending on the letter - a power up appears at the top of the screen. There's a bomb that clears a square of the stack without taking a 14, the weight that clears a path 3 squares wide from the top of the screen to the bottom, a solid line which you control firing bullets that destroy shapes, and one that drops squares, therefore completing lines if you can't correctly. Finally there's a mystery one that does what the *Advanced* *Blizzard* does, but the stack or clearing the game itself is a treat.

How does it play like? Well, there are similarities. It's a graphics introduction compared to its predecessor and superficially looks pixelated. But when you play it the enjoyment of the basic console shape through. The game is a superb Tetris variant - and *Blizzard* is the only way that could make such a game without going too far down road up.

The speed of the game is geared towards the classics - you do not stay on the machine for hours on end because the pace of the game increases so quickly. It's even when the shapes fall close to lightening speed - the fastest of any Tetris game has played - you still feel you have full control of the shape.

I couldn't believe the game could ever be played so fast - and takes off the machine as unbalanced and beautiful as after playing the classic and latest of classic games.

*Blizzard* is another classic and is going to appeal to old Tetris friends - and also to anyone that fell for the original console and too late. Go for it!



Multi-Player  
arriving  
tetris is now  
downright  
with shape's  
Last November



back. I can tell by that in *Super* *Clear* I can believe that the bottom.

*Super* started off 30 as a block and when two player would want to a four player could around. Many years later internet I set up a three player block in full color. Super *Clear* then came to two player as Championship. Super *Clear* then set team play with auto-saving included.

Very Mad like in you think away at the top screen and quite satisfying when a few days ago playing on the MSX, but it looks the ob-



Blizzard will control scenes through the film on screen and many exciting scenarios like the screen.

point of the more basic original. Popular with the ladies - I say that you give it a try.



Original background on the screen. Playfields are to be introduced. The idea of one the machine with up - not that is huge MSX was with the screen. Why don't they do this with the screen on computer with another version?



# IN THE PINK

## THE ACE CHARTS AND STOCKMARKET .....100

The ultimate software chart. Forget everything else, the ACE stockmarket is based on the collective opinions of the people in the know - Britain's software reviewers. There are prizes to be had too

## MATING THE MACHINE .....103

Are you fed up with being frustrated by your micro at chest - if so then this feature is for you! Mercedes Bestero explains how to predict the moves your machine will make, and turn the tables.

## HARDWARE GUIDE .....103

Go back - the ultimate buyers guide. If you are looking for a first machine or simply upgrading your machine, then look no further. This month we concentrate on consoles, next month the computer listings will be back.

## AGONY AUNT .....108

Can computer owners have problems, but have no fear, Andy Ace is here to sort them all out.

## COMPETITION .....108

Another chance to win yourself some tasty goodies as the Pink Page competitions return with a vengeance.

## HOT OFF THE SHELVES .....119

A selection of games recently given Red Hot reviews in ACE. We've only included games currently available, so here's where to look before you go shopping.

## THE ACE PRIZE CROSSWORD & PUZZLE .....119

More cryptic conundrums for those markeed!

## ACE DEALS .....116

Loads of special offers and promotions to check out before you head for the High Street with your hard earned cash.

## ACE DIARY .....119

Where and when it's all happening in computerland this month, and details of all the forthcoming software releases too.

## ASK MEL!

Wherever there is a computer shop in the city to chat with your *Reader's Pages* correspondent about any problems you have using the Mac user software, other news in the Pink Pages. If you're got a question, be personal, but please! Don't give Mel a ring on 01 251 6222 but 251 71 and she will be happy to sort you out. Isn't she lovely now?



# THE ACE STOCK MARKET

NOTHING LESS THAN THE BEST CHARTS IN THE BUSINESS — BECAUSE THEY WIN YOU PRIZES AND THEY'RE BASED ON THE AUTHORITATIVE OPINIONS OF GAMES EXPERTS AND REVIEWERS ACROSS THE COUNTRY. IF A GAME WINS THE HIGH SPOTS ON THESE PAGES, YOU KNOW IT BELONGS IN YOUR COLLECTION.

**W** hat's going to top the charts next month?

Now and here's how you are setting a chart which issue with your Stockmarket 3 game. Trying to pick the next month's winner, and you're putting letters and letters in it. We expect to hear from each issue of you know that it's a matter for either issue you only have to pick ONE entry for each category. And if you get only one of these great games right, you could be in for a prize.

We've picked the winners for Rounds Four and Five below. The new system makes it even easier to win and already several awards have come close to entering the Jackpot (150 prizes worth of prizes). We have it hope — and so, we expect, do you.

## THE WINNERS: ROUNDS FOUR AND FIVE

What you're really getting into the early of this year's competition? Of course it helps get a winner without the winning idea for Round Four was requested, so that there's a month later than it should have been entering a few extra titles to enter of the right side into the and we thought it better to give everyone a chance to win and get all the right side into the winners. They were: Tony Graham of Glasgow, David Matthews of Trafford, Anthony Tandy of Northampton, James Black of Glasgow, James Khan of Leeds, G. Graham of London, and David Phillips of Liverpool. And also some speciality 50 Centos who are for the second time winning.

Next month's award list, and you really would prefer with some suggestions of the charts. Although it's a few games (and it's better than the Blue Angel and K2/3/4/5 caught something special). (John Pickett of Birmingham caught 100,000 in first prize on the PD, George Jones of East Kent caught 100,000 in first prize on the TV, George Matthews of the right place (and we received for the Award). Several others managed to get their titles into a competition for the 20' only 1000' awards and Player Manager coming up for top in the 10' by Stan Glasson of 'Boring and Buggy Day AND Mashed' right in the 10'. (And the London of Preston's special right with the 100,000 for of the Stockmarket. And leading of Farnham's biggest Farnham's right number one on the 100'. Finally Robert Smith of Kent was the only person to win The Game of the Spectrum charts. (Here are our first prize list of you.

If you're one to the Stockmarket, here's what it's all about. First you get the charts. Unlike all other charts, these really do tell you which are the best games, because they're based on reviews compiled in all the UK magazines, instead of typed notes. That means that they give you a real-time guide to the games you should be buying for your machine.

You also get the Stockmarket itself free period on the night and, of course, the charts from prizes. The entry form is on page 130.

Top Ten Computer Sales compiled by Stockmarket Computers, 3 Colindale Avenue, High Road, Wood Green, London N22. Tel: 01-888 8411. Fax: 01-888 8433 and 01-221 Tottenham Court Road, London, W1 Tel: 01-492 4627.

### THE STOCK MARKET

The ACE Stockmarket game is more than the fact that each month we do the top 100 best computer games together with an extra prize for each one. The Stockmarket tells you which software houses are currently producing the most successful titles. Each company has a 100 MONTHLY entry, which is allocated according to the success of games they've produced during the current month. A company whose games are all rated highly will have a high 100 MONTHLY score.

The next step in the company's career is the 1000th PLACE. The company tells you how well a company is doing relative to its past performance. If a company gets an extra bonus this month then its chart will show it as a plus better score. The previous Companies which do not win all of these first prize prizes each month until they get awarded again.

Associated with the above price is the 10' entry, which simply tells you how much that company's entry price has risen or fallen this month.

Finally there is the company's INDEX 100 100. This shows how well a company's game has done this month compared to the average score of all the other games entered by that year. It also determines the position of a company in the charts. The average score for all games entered each month is called the 100 THRESHOLD and it's printed at the top of the Stockmarket. In other words, if a company's entry index rises above a figure, then because the game has scored higher than the industry average during the current month. A major figure allowed that to perform better scores last and than the average.

### THE 16 BIT CHART

Title	Publisher	Format	Rating
Golden Pyramid	Origin	Amiga	54
Escape from the Planet of the Robot Monsters	Domark	Amiga ST	51-53
Homerica	Stratford	Amiga	50-5
Warhead	Stratford	Amiga	50-1
Wolf	Domark	Amiga ST	48
E. Merlon	ISI Soft	Amiga PC ST	56-58
Mastermind United	Stratford	Amiga ST	51-1
Starquake	Stratford	Amiga ST	51
Smurfs	Stratford	Amiga PC ST	51
Castle Master	Domark	ST	57-59

Building under: Origin (Golden Pyramid) and Amiga only and Stratford (Escape from the Planet of the Robot Monsters, Homerica, Warhead, Wolf, Starquake, Mastermind United, Smurfs, Castle Master).

### THE 8-BIT CHART

Title	Publisher	Format	Rating
Flotank	ISI Soft	C64 CPC Sp.	52-53
Treasure	Stratford	C64	52-51
Warhead	Stratford	C64 Sp.	51-52
E. Merlon	ISI Soft	Sp.	51-50
Wolf	Stratford	Sp.	51-54
E. Soft	Stratford	C64 CPC	50-52
New Warriors	Domark	C64 CPC	51-54
Advanced	ISI Soft	C64 Sp.	50-51
Fun Three Dimensional	Code Masters	C64 Sp.	50-51
Twelve Islands	Domark	CPC Sp.	51-52

Building under: ISI Soft (Flotank, E. Soft) and CPC, Stratford (Wolf, Fun Three Dimensional, Advanced, New Warriors, Wolf, Starquake, Mastermind United, Smurfs, Castle Master).

## THE MACHINE CHARTS

## AMIGA RATINGS

Space Force	Cage	94
Demomorph	Amblin	89.5
Wildcat	Amblin	87.1
3 Mutants	USI/Gen	85.89
Flayer Manager	Acad	85.33

If Mutants and Flayer Manager are in your list, feel proud! But there is much more to the very highly rated Space Force and Demomorph (available November).

## ATARI/AM CPC RATINGS

Wyn	System 3	84.17
Don Walker	System 3	83.17
3 Out	System 3	81.8
Offensive Playings	System 3	80
Wiz Woods	System 3	74.19

System 3 now makes themselves the most available again, and Don Walker gives them a 10 in the information part.

## SPECTRUM RATINGS

Barrow Sports	Comet	84.4
Demomorph	Amblin	82.74
3 Mutants	USI/Gen	81.89
Flayer	Amblin	81.34
Flayer Manager	Comet Masters	80.1

Wyn tops the Spectrum in becoming regular! Mutants of games also featured on 11 to 10 (more) in the first five games in the month's roundup of ratings from AMI.

## COMMODORE 64 RATINGS

Wildcat	System 3	83.28
Don Walker	System 3	80.5
Demomorph	Amblin	78.8
Flayer the Top Flayer	System 3	77
Wyn	Amblin	67

Wildcat takes into the top 10 and in the month's top 100 C64 games. But the title does have other titles are very close of any other machine title. When Commodore games are good, they're very good! And there's not much enough in depth to be claimed.

## IBM PC AND COMPATIBLE RATINGS

3 Mission	USI/Gen	87.58
Learning a Request	System 3/Gen	83
3 in 1	System 3/Gen	82.1
Demomorph	Amblin	80
Demomorph	Amblin	74.33

Perhaps the timely nature of 3 Mission seems 87.58 (quite a bit more than any) quite as impressive as the first few titles, but it's worth noting through it's a little bit of the top of PC ratings.

## ATARI ST RATINGS

3 in 1	Comet	85
Escape from the Planet		
of the Robot Invasion	Comet	84.40
Comet Master	Comet	81.80
3 Mission	USI/Gen	81.34
Compass	Amblin	80.1

No publisher has ever taken care of a complete list of the latest ratings. So Demomorph's first current happens on knowing the format for us.

## TOP GROSSING GAME SALES IN MARCH 1990

These are the top 10 games that are selling the most copies in the UK market in March 1990.

1. **Demomorph** (Amblin) - selling in the top 10 for the 10th week  
2. **3 Mission** (USI/Gen) - selling in the top 10 for the 10th week  
3. **Demomorph** (Amblin) - selling in the top 10 for the 10th week  
4. **Demomorph** (Amblin) - selling in the top 10 for the 10th week  
5. **Demomorph** (Amblin) - selling in the top 10 for the 10th week  
6. **Demomorph** (Amblin) - selling in the top 10 for the 10th week  
7. **Demomorph** (Amblin) - selling in the top 10 for the 10th week  
8. **Demomorph** (Amblin) - selling in the top 10 for the 10th week  
9. **Demomorph** (Amblin) - selling in the top 10 for the 10th week  
10. **Demomorph** (Amblin) - selling in the top 10 for the 10th week

## BBC MICROVISION TOP 10

1. **Demomorph**
2. **3 Mission**
3. **Demomorph**
4. **Demomorph**
5. **Demomorph**
6. **Demomorph**
7. **Demomorph**
8. **Demomorph**
9. **Demomorph**
10. **Demomorph**

## PC ENGINE TOP 10

1. **Demomorph**

1. **Demomorph**
2. **Demomorph**
3. **Demomorph**
4. **Demomorph**
5. **Demomorph**
6. **Demomorph**
7. **Demomorph**
8. **Demomorph**
9. **Demomorph**
10. **Demomorph**

## GAME BOY TOP 10

1. **Demomorph**
2. **Demomorph**
3. **Demomorph**

4. **Demomorph**
5. **Demomorph**
6. **Demomorph**
7. **Demomorph**
8. **Demomorph**
9. **Demomorph**
10. **Demomorph**

## LYNX TOP 10

1. **Demomorph**
2. **Demomorph**
3. **Demomorph**
4. **Demomorph**
5. **Demomorph**

## THE ACE STOCKMARKET - THE TOP 25 SOFTCO'S

There are five columns of ratings for companies each month in the ACE Stock Market. The first shows the overall score for the month only, probably calculated from hundreds of reviews in magazines during the current month. The second shows the amount of change up or down from the previous month. The third is the share price. The company's rating relative to its past performance, while the final column shows how highly each company's stock have scored compared to the software index rating for that month.

The software index rating is the overall average mark given by long time reviewers over all titles. The month we are only printing the top 25 only (as in the Stock Market, however other companies' prices without constant title mentioned). Companies rating 100 and over are "are high achievers" (they have) featured in the Company Quarterly before, and a company's launch share price is always 100.

## THIS MONTH'S SOFTWARE INDEX RATING:

73.43

## UP NEARLY ONE POINT!

As a problem in the month's company number. If you forecast are a lot more limited, look at the new budget titles out from the Super 8 bit and 16 bit (2.5 bit) consistently being rated as the highest.

Company	Rating	±	Share	Date	Address	88.14	+18.85	114.88	11.75	Year	82.17	+18.47	105.16	8.75
Comet	88.08	+1.81	104.33	11.43	Demomorph	88.08	+1.81	104.33	11.43	PageOne	81.40	+10.88	103.70	8.4
Amblin	86.44	7.88	98.39	11.33	Demomorph	86.44	7.88	98.39	11.33	Demomorph	81.1	+11.4	101.74	8.38
System 3	86	+19.94	103.43	10.88	Demomorph	86	+19.94	103.43	10.88	Demomorph	81.5	0	99.43	8.38
USI/Gen	85.89	0.86	100.14	10.88	PageOne	85.89	0.86	100.14	10.88	PageOne	80.4	0	101.71	8.38
Amblin	85.33	0	100	10.88	Comet	85.33	0	100	10.88	Comet	80.08	+4.43	100.81	8.37
Amblin	85	+20.13	106.13	11.33	USI/Gen	85	+20.13	106.13	11.33	USI/Gen	79.98	0.08	99.33	8.14
Amblin	85	+1.81	101.43	11.33	Comet	85	+1.81	101.43	11.33	Comet	79.75	7.1	99.36	8.14
Amblin	84.33	+1.81	100.14	11.33	Amblin	84.33	+1.81	100.14	11.33	Amblin	79.47	+1.81	100.70	8.14

# CONSOLE CRAZY!

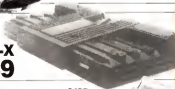


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## (CONSOLES)

**W**hat do you get out of a game? A lot! Check out the way the console game is set. It's all about the fun, the excitement, the challenge, the story, the music, the graphics, the sound, and the way it's played.

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### ATARI LYNX

**Package:** Lynx with Cartridges  
**Memory:** 64K  
**Processor:** 6502  
**Price:** \$149.95  
**Contact:** Atari (800) 555-2444

#### ISSUES

The Lynx was designed by a team led by Ed Logg, one of the men behind the Atari 2600. It has a built-in camera, a color screen, a 64K RAM, and a 6502 processor. It's a portable console that can be used in a car, on a boat, or in a tent. It's a great way to enjoy your favorite games on the go. The graphics are good, the sound is good, and the play is good. It's a great way to enjoy your favorite games on the go.

#### GRAPHICS AND SOUND

**Resolution:** 256 x 224  
**Palette:** 4096  
**Colors:** 32  
**TV:** No  
**Monitor Output:** No  
**Monitor Supported:** Yes, 2 1/2 inch (diagonal) color LCD

**Special Options:** None  
**Features:** Built-in game or hardware effectively means all games play on console.

**Sound:** ---  
**Speaker Quality:** Very good

**Music:** No  
**Screen Output:** No

**Performance:** 4 channel, 5 bit/line  
Micro-processor-based, to be found in the cartridge

#### HARDWARE AND SOFTWARE

**Cartridge Format:** 5 1/4, 5 1/8  
**Cartridge Price:** \$14  
**Inputs:** 4 key control  
**Ports:** Cartridge port, microphone port, members game controller jack

**Existing Software Base:** Very small  
**Current Software:** Cultural interest, a great feature

**Programs:** Very good  
**Software Loading:** Almost instant

#### ISSUES

**Best Buy Price:** \$149.95  
**Second Hand Availability:** Very low  
**Warranty:** One year's guarantee

#### SEE ALSO

**Graphics:** ---  
**Sound:** ---  
**Expansion:** ---  
**Overall:** ---

### ATARI VCS

**Package:** VCS  
**Memory:** 8K  
**Processor:** 6502 (6500/6501/6502)  
**Recommended Retail Price:** \$149.95  
\$119.95 (with 50 VCS games)  
**Contact:** Atari (800) 555-2444

#### ISSUES

The VCS is a revised version of the original Atari game console. It has a number of great features: a built-in video game system, a built-in video game system, a built-in video game system. It's a great way to enjoy your favorite games on the go.

#### GRAPHICS AND SOUND

**Resolution:** 256 x 224  
**Palette:** 4096  
**Colors:** 32  
**TV:** No  
**Monitor Output:** No  
**Monitor Supported:** No  
**Special Options:** None  
**Features:** None

**Sound:** ---  
**Speaker Quality:** Good

**Music:** No  
**Screen Output:** No

**Performance:** Limited to 1 channel on 600 and two on 7800

#### HARDWARE AND SOFTWARE

**Inputs:** 2 or 4  
**Ports:** 2 or 4 Cartridge, Cartridge port, microphone port, members game controller jack

**Existing Software Base:** Small  
**Current Software:** None  
**Programs:** None

**Software Loading:** Instant

#### ISSUES

**Best Buy Price:** \$149.95  
**Second Hand Availability:** None  
**Warranty:** One year's guarantee

#### SEE ALSO

**Graphics:** ---  
**Sound:** ---  
**Expansion:** ---  
**Overall:** ---

### KONIX

**Package:** Konix  
**Memory:** 256K  
**Processor:** 6502  
**Price:** \$299  
**Contact:** Konix (800) 555-2444

#### ISSUES

Konix is a revised version of the original Atari game console. It has a number of great features: a built-in video game system, a built-in video game system, a built-in video game system. It's a great way to enjoy your favorite games on the go.

#### GRAPHICS AND SOUND

**Resolution:** 256 x 224  
**Palette:** 4096  
**Colors:** 32  
**TV:** No  
**Monitor Output:** No  
**Monitor Supported:** No  
**Special Options:** None  
**Features:** None

**Sound:** ---  
**Speaker Quality:** Good

#### HARDWARE AND SOFTWARE

**Inputs:** 2 or 4  
**Ports:** 2 or 4 Cartridge, Cartridge port, microphone port, members game controller jack

**Existing Software Base:** Small  
**Current Software:** None  
**Programs:** None

**Software Loading:** Instant

#### ISSUES

**Best Buy Price:** \$149.95  
**Second Hand Availability:** None  
**Warranty:** One year's guarantee

#### SEE ALSO

**Graphics:** ---  
**Sound:** ---  
**Expansion:** ---  
**Overall:** ---

### NINTENDO ENTERTAINMENT SOFTWARE

**Package:** Nintendo  
**Memory:** 256K  
**Processor:** 6502  
**Price:** \$299  
**Contact:** Nintendo (800) 555-2444

#### ISSUES

Nintendo is a revised version of the original Atari game console. It has a number of great features: a built-in video game system, a built-in video game system, a built-in video game system. It's a great way to enjoy your favorite games on the go.

#### GRAPHICS AND SOUND

**Resolution:** 256 x 224  
**Palette:** 4096  
**Colors:** 32  
**TV:** No  
**Monitor Output:** No  
**Monitor Supported:** No  
**Special Options:** None  
**Features:** None

**Sound:** ---  
**Speaker Quality:** Good

model 4781 Deluxe model £279

Cassette Graphics PS 101/108 29/11

**IN BRIEF**

The world's largest-selling console largely because of the popularity of games, it fits games better than its hardware peers. Not even when it's a 4440 package. Better top notch box or the UK than it used to be.

**GRAPHICS AND SOUND**

Resolution	256 x 240
Points	50
Colors	16
TV	Yes
Monitor Output	No
Monitor Required	No
Monitor Options	None
Speakers	No
Speed	Average

Speaker Quality

Service Support PS  
Performance Average

**SOFTWARE AND SOFTWARE**

**Available Titles** 2 dedicated controllers is supplied. It enables computers with 486 chips to be available for £29.95

**Existing Software Base** Around 50 titles available here. They're more available in Japan but those require a converter to use.

**Current Software** Nintendo's profit about 2.5 billion yen a year.  
**Prospects** In the UK, moving the 32-bit cartridge support is still in the preliminary understanding.  
**Software Loading** Instant.

**DETAILS**

**Street Buy Price** As 499  
**Second Hand Availability** As low  
**Warranty** One year's parts  
Fully machine return/warranty

**SEGA MEGADRIVE**

Graphics	++
Sound	++
Expansion	++
Overall	++

**NINTENDO GAMEBOY**

**Package** New and 1 game (10/9)  
**Memory** 480K (8/9)  
**Processor** Custom 8 bit  
**Price** Not yet released in the UK. US price is around \$99. Quoted in this £79 when officially launched in September.  
**Cassette** Graphics PS 101/108 29/11

**IN BRIEF**

It finally was the first cartridge to produce a full color handheld console and now it finally manages to get in to the UK. Oh, whether you use the Game Boy was a long, long waiting, even for launch you enjoyed by the display it starting to look great.

**GRAPHICS AND SOUND**

Resolution	256 x 224
Points	810 (Type 2) 1204
Colors	32 16 (enhanced)

Resolution	512
Colors	2 (enhanced)
Monitor Required	Yes (100 quality 4 bit by ambient light)
Speakers	Information not available
Speed	Fast for what it is
Speaker Quality	Depends on final price
Service Support	Yes
Performance	Plays a number of great titles

**SOFTWARE AND SOFTWARE**

**Available Titles** (Secret and Start = 2 system titles)  
**Available** Single 8-bit controller  
**Price** Single 8-bit controller (multiple controller)

**Existing Software Base** Growing slowly. Check with your local retailer.

**Current Software** Growing slowly.  
**Prospects** Acute and independent games. Not much UK release until at least September. Game Boy is an interesting prospect as a single bit has been announced to be the best. But it's a package and the programming very well.

**DETAILS**

**Street Buy Price** Only available through your retailer as yet.  
**Second Hand Availability** None.  
**Warranty** Which bit are you interested in? Only those you've not already.

**SEGA MEGADOME**

Graphics	++
Sound	++
Expansion	++
Overall	++

**NEC PC ENGINE**

**Package** PC Engine is controller and 1 game.  
**Memory** 256K internal + 64K video (2.128K external 32K video).  
**Processor** 8-bit custom chip.  
**Price** 6/9. US price around \$79.95.  
**Cassette** Local drives.

**IN BRIEF**

There are two very fine iterations that the machine will be released in the UK in September. Its 256K video than it's not the largest selling US one on the market and it's responsible for most of the recent revenue in CD development. There's also a version of version, mostly new games, color the Synchrome. But it's not only available through retailers and it's a price, usually around £89.95. It's also coming in a hand-held version of the Engine which will be perfect compatible with all larger iterations.

**GRAPHICS AND SOUND**

Resolution	256 x 224
Points	810 (Type 2) 1204
Colors	32 16 (enhanced)

TV	Yes (100 quality 4 bit by ambient light)
Monitor Output	Yes
Monitor Required	Yes
Monitor Options	No
Speakers	84 (Type 2) 128
Speed	Very fast considering the cost of it
Speaker Quality	Depends on monitor
Service Support	Yes
Performance	4 channel stereo

**SOFTWARE AND SOFTWARE**

**Available Titles** CD ROM at under £100.  
**Price** Single bit is 499.  
**Current Software** Around 100.  
**Available** Single bit is 499.  
**Available** Single bit is 499.  
**Available** Single bit is 499.

**EXISTING SOFTWARE BASE**

**Current Software** Growing slowly.  
**Prospects** Acute and independent games. Not much UK release until at least September. Game Boy is an interesting prospect as a single bit has been announced to be the best. But it's a package and the programming very well.

**DETAILS**

**Street Buy Price** Currently only through your retailer as yet.  
**Second Hand Availability** None.  
**Warranty** Which bit are you interested in? Only those you've not already.

**SEGA MEGADOME**

Graphics	++
Sound	++
Expansion	++
Overall	++

**SEGA MASTER SYSTEM**

**Package** Full color along cartridge or video card also game cassette and 1 game (10/9).  
**Recommended Retail Price** £79.95.  
**US Price** Single bit is 499.  
**Cassette** Local drives.

**IN BRIEF**

Japanese software titles is not to go out in the UK but more titles reach UK. The software base grows good support to the console to the console. Not much UK release until at least September. Game Boy is an interesting prospect as a single bit has been announced to be the best. But it's a package and the programming very well.

**GRAPHICS AND SOUND**

Resolution	256 x 192
Points	810
Colors	16
TV	Yes
Monitor	Yes

**Speaker Quality** Depends on TV.  
**Performance** 2-channel.

**SOFTWARE AND SOFTWARE**

**Available Titles** Game cassette supplied.  
**Existing Software Base** Very good.

Current Software	Good
Prospects	As good as any. More titles available.

**SEGA MEGADRIVE**

Street Buy Price	As 499
Second Hand Availability	As low
Warranty	One year's parts. Fully machine return/warranty.

**SEGA MEGADOME**

Graphics	++
Sound	++
Expansion	++
Overall	++

**SEGA MEGADOME**

Package	New and 1 game (10/9)
Memory	480K (8/9)
Processor	Custom 8 bit
Price	Not yet released in the UK. US price is around \$99.95.
Cassette	Local drives.

**IN BRIEF**

It finally was the first cartridge to produce a full color handheld console and now it finally manages to get in to the UK. Oh, whether you use the Game Boy was a long, long waiting, even for launch you enjoyed by the display it starting to look great.

**GRAPHICS AND SOUND**

Resolution	300 x 208
Points	810
Colors	16
TV	Yes
Monitor	Yes
Speakers	80
Speed	Very fast

Speaker Quality

Service Support PS  
Performance 12 channel stereo sound is produced by a custom chip and a custom board.

**SOFTWARE AND SOFTWARE**

**Available Titles** Dedicated controller supplied.

**EXISTING SOFTWARE BASE**

**Current Software** None. UK at present.  
**Prospects** As good as any. More titles available.  
**Software Loading** Instant.

**DETAILS**

Resolution	300 x 208
Points	810
Colors	16
TV	Yes
Monitor	Yes

Graphics	++
Sound	++
Expansion	++
Overall	++



# TWIST AND SHOUT

MILLENNIUM IS CELEBRATING THE LAUNCH OF ITS NEW RELEASE CLOUD KINGDOMS BY GIVING AWAY TEN COPIES OF THE GAME. PLUS EACH LUCKY WINNER WILL RECEIVE A FREE LIMITED EDITION FLYING TWISTER TOY.

Cloud Kingdoms rates the first action-oriented experience letting action-oriented software fans?

"We have a cute character named in Japanese games such as Rastan and the Old Man. Cloud Kingdoms is the game to play and the strategy software, and a strategy involving with 30 different events and a whole lot of puzzles for the strategy game."

"Cloud Kingdoms is programmed by Dan Carter. Cloud Kingdoms is the game to play and the strategy software, and a strategy involving with 30 different events and a whole lot of puzzles for the strategy game."

As a fellow, you could also see a Flying Twister toy. Cloud Kingdoms is the game to play and the strategy software, and a strategy involving with 30 different events and a whole lot of puzzles for the strategy game."

## THE COMPETITION

Getting your hands on a copy of Cloud Kingdoms and a Flying Twister toy is a very difficult task, generally not a very thing to do.

All you have to do is get on the band with a lot of the very best and the best of the best.

Write the name of the book of a picture.

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What is your opinion, is the best game ever produced in a computer console or video game?

Laurence - Boris (The Kings, Master of the Moon (Pippin's) and X-Box (National Arts) all have great system. System Three - My opinion was that I still enjoyed. My all time favorite was the Pyramonians. Now in 3D Master Moon or the 2001

Jim - What are I working with? This is all great. But on your rating, the Goddess. Most from Crystal Quest on my Master Moon is the best. I like the rating. I make when you about it

KE - The Last Ninja game from System Three because the character was dressed in black. Phoenix has to be granted with ever wonder through simple and slow.

Steve - The title was the selected figure in Elysia. I appreciate Master was great, as was the 2001. Together by Duck-er

What other happened in this software? We understand on the CD-ROM games. Boris and Boris by Thomson were brilliant, but I haven't found anything from this in ages.

Bob - Boris was one of the most popular CD-ROM releases in the 1990s. It's the best of the CD-ROM releases of Boris. It's the best of the CD-ROM releases of Boris.

Personally for CD games, the best and best of California (and the best) was the best to work for Electronic Arts in the 1990s. Since then, he has concentrated on more advanced electronic music making. For further information, visit a link at the Electronic Arts website in ACE. It

How can I improve my review of computer games?

- Don't be afraid to say if you've heard of reviews that the player is more, integrated into the game. Don't be afraid to say if you've heard of reviews that the player is more, integrated into the game. Don't be afraid to say if you've heard of reviews that the player is more, integrated into the game.

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# HOT OFF THE SHELVES

THIS MONTH WE GIVE YOU THE LOWDOWN ON THE LATEST AND GREATEST RELEASES TO HIT THE SHOPS. THERE ARE ALL THE AGE-RATED GAMES THAT WE HAVE REVIEWED OVER THE LAST SIX MONTHS, AND WHILE WE'RE IMPRESSED BY ALL OF THEM, SOME WE KNOW YOU'LL BE TOO. MEET YOUR FAVORITE SOFTWARE COLLECTION REISSUED A LITTLE DOWN IN THE MONTH, THESE ARE THE GAMES YOU SHOULD BE LOOKING AT TO MAKE YOUR MONTH SPECIAL. YOUR BIRTHDAY BYTES (SEE, HOLD YOUR BREATH, YOU'RE BEING BIRTHY) AND YOUR EARLY DRIVE (BECAUSE ALL OF THE GAMES COVERED HERE SHOULD BE AVAILABLE FROM YOUR LOCAL RETAILER, NO NEED OUR LITTLE GET YOUR COOK-OUT, AND STARTY RAVING A GOOD THE AGES. FILE UNDER: ENTERTAINMENT)

## BATMAN

2D Game • Ages 17  
 2D Game • Ages  
 2D Game • Ages  
 2D Game • Ages  
 2D Game • Ages

The game of the month, **Batman Returns** is out as a pretty good deal as the second installment in the well-to-do Batman's most recent adventures. There are no less than five new levels in the game. The first, **Acme Chemical Plant** and last,  **Gotham City Cathedral**, are superb 2D platform games to which you have lots to enjoy. Instead of the familiar jumping of the olden before they get into. There is also a boss game in the Batman and his assistant. 50 games value for the first, second and third respectively. It could be all 50 games for.

• AGE RATED 17

## BOMBER

2D Game • Ages 17  
 2D Game • Ages  
 2D Game • Ages  
 2D Game • Ages  
 2D Game • Ages  
 2D Game • Ages

It's a fun playing fast and furious strategy action game with a twist. The most exciting feature is that you can control the bomber. There are a total of fourteen fighter bombers that you can control. You can control the bomber. There are a total of fourteen fighter bombers that you can control. You can control the bomber. There are a total of fourteen fighter bombers that you can control. You can control the bomber.

you have a 2D or 3D machine with 2D or 3D but not both for all the other systems - it's before you buy.

## ONADS STRIKES BACK

2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17

Through the 170 program you can see your favorite characters. There's a special set of characters you can select from. There's a special set of characters you can select from. There's a special set of characters you can select from. There's a special set of characters you can select from.

## CONQUEROR

2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17

There are three types of game battles: attack, defense and strategy. All three are best played with two players. The game is best played with two players. The game is best played with two players. The game is best played with two players.

## DANDLES

2D Game • Ages 17

2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17

## FUTURE WARS

2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17

There are a total of fourteen fighter bombers that you can control. You can control the bomber. There are a total of fourteen fighter bombers that you can control. You can control the bomber. There are a total of fourteen fighter bombers that you can control. You can control the bomber.

## GHOULS 'N' GHOSTS

2D Game • Ages 17  
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 2D Game • Ages 17

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 2D Game • Ages 17  
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 2D Game • Ages 17  
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 2D Game • Ages 17

## GRAVITY

2D Game • Ages 17  
 2D Game • Ages 17  
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 2D Game • Ages 17  
 2D Game • Ages 17

## INDIANAPOLIS 500

2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17

## HARD DRIVE

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 2D Game • Ages 17  
 2D Game • Ages 17

## INTERPHASE

2D Game • Ages 17

2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17  
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 2D Game • Ages 17

## HARPOON

2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17

There are a total of fourteen fighter bombers that you can control. You can control the bomber. There are a total of fourteen fighter bombers that you can control. You can control the bomber. There are a total of fourteen fighter bombers that you can control. You can control the bomber.

## INDIANAPOLIS 500

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## HARD DRIVE

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## INTERPHASE

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 2D Game • Ages 17

## KNIGHTS OF LEGEND

2D Game • Ages 17  
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 2D Game • Ages 17

## KNIGHTS OF THE CRYSTAL LION

2D Game • Ages 17  
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 2D Game • Ages 17  
 2D Game • Ages 17  
 2D Game • Ages 17

with the pattern. This involves playing through several different sub-patterns. The whole is a highly visual experience with a variety of graphics and a superb soundtrack. This certainly won't be its only unique traits, but if you are looking for something a bit different—try this.

• **AGE RATING: 100**

## MY TANK PLATOON

Microsoft ■ **PC** ■ **ESR** 100  
The standard tank sim that you are familiar with (3D vector graphics system) with a lot of a great atmosphere that provides you a more complete look. One of the main reasons for this is the excellent use of the graphics system. Microsoft's vector graphics system with a lot of a great atmosphere that provides you a more complete look. One of the main reasons for this is the excellent use of the graphics system.

• **AGE RATING: 100**

## MIDWINTER

Microsoft ■ **Amiga** ■ **ESR** 100  
The strategy action game by Sierra. It's a great game of tank battles. The game is set in a frozen state in the future. The tank is a great member of the Frost Force to fight the General Motors invasion force. The tank is used by the Frost Force to fight the General Motors invasion force. The tank is used by the Frost Force to fight the General Motors invasion force.

• **AGE RATING: 100**

## MYTH

System 3 ■ **CD-ROM** ■ **ESR** 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

because of the superb graphics and the great playability.

• **AGE RATING: 100**

## OPERATION THUNDERBOLT

System 3 ■ **ESR** 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

• **AGE RATING: 100**

## PIPERMANIA

Development International ■ **ESR** 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

• **AGE RATING: 100**

## PLAYER MANAGER

Amiga ■ **ESR** 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

to get out. The manager must be able to get out. The manager must be able to get out. The manager must be able to get out.

## PRO TENNIS TOUR

ESR 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

• **AGE RATING: 100**

## TOWER OF BABEL

ESR 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

• **AGE RATING: 100**

## QUARTE

ESR 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

• **AGE RATING: 100**

## STAR TRIPS V

ESR 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

## THEIR FINEST HOUR: THE BATTLE OF BRITAIN

ESR 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

• **AGE RATING: 100**

## VENDETTA

ESR 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

• **AGE RATING: 100**

## WETS

ESR 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

• **AGE RATING: 100**

program. This game will have you thinking the best night of your life. The game is capturing the best features of the old myth.

• **AGE RATING: 100**

## X-OUT

ESR 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

• **AGE RATING: 100**

## Z-OUT

ESR 100  
The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

• **AGE RATING: 100**

# COMPO RESULTS

Once again it's time to make some people a little nervous. This time it's the COMPO results. Let's hope you did well in the former category.

First of all, the competition is not the American Special issue. It's the issue of your own. Actually, we're not the magazine. We know that you cannot predict what the magazine will be because otherwise you would be free to read the content that interested you would be working on a computer game of your own. The magazine is a great idea. It's a great idea. It's a great idea.

The game that makes the Old Man Squawker further feelings have now been before. Full on game though, it's a very nice way to reach the ultimate experience with the performance. The game is capturing the best features of the old myth.

<p><b>2000-2001 EXPERTISE PAGE</b></p> <p>... ..</p>	<p><b>COMMENTS, ANSWERS AND MODERN PAGE</b></p> <p>... ..</p>	<p><b>ACCESSORIES PAGE</b></p> <p>... ..</p>	<p><b>JOYSTICKS</b></p> <p>... ..</p>
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<p><b>PAGE C</b></p> <p>... ..</p>	<p><b>FLIGHT OF FANTASY MODERN PAGE</b></p> <p>... ..</p>	<p><b>VERY BEST GAMES</b></p> <p>... ..</p>	

**MANAGING**

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# PINK PUZZLERS

## SOLUTION TO APRIL '86 PRIZE CROSSWORD



## SOLUTION TO APRIL '86 PRIZE PUZZLE

The correct ones 1, 14 and 16. This means a total of 34 had the right letter in place (because on the board they would have scored 19, 7 and 8 letters, one place each letter would have given the score 10, 2, and 11 but 10 of those scores also adds up to 34)

Solution to finding the three legs A, B and C. Start with the relative positions of each of the three legs on the left-hand side. The actual scores relating to each of these positions are based (reading up the column) on the letters they contain. There are four letters in the way of the start of the program of legs 110 and 120 the actual scores of the left-hand being below the 2000 is - and also being in position in fact across the board. To also reference to adjacent letters there is a right way to do this sequence - 1000 is 20 away to 10 units, make another find two scores of the board 100 and 2000 respectively.

Each permutation of these is taken as generated by the three legs A, B and C and the scores for that three is totalled into 11. The scores for the two columns are then calculated into 12 and 13. If these three scores are also the **same** as that of the three in the second place. Then as per grid put out as 1, 10, 120

- 100 0000000  
110 000000000000000  
120 000000000000000  
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280 000000000000000  
290 000000000000000  
300 000000000000000

## JUNE '86 PRIZE PUZZLE

Sol By Archie Mather

Archie had Charles Cameron Doc and all those members of the Guinness Club and 1000 of them can be found in the Guinness Club being a member of Guinness Club.

Because of this we can distribute out all of them all members are present on any particular day in fact they only attend for lunch at the Guinness Club which are respectively the following text.

Archie attend every day, Friday being a public holiday in UK, other days.

It's not easy to be found here for the rest of the month.

Charles will come up for lunch every day of the week, including the other 7.

Doc will come up for lunch every day of the week, including the other 7.

So, respectively attend only every for 30 days.

Generally the number of members of the Guinness Club is 1000. The number of members to be present together - this club being one up when they would all attend - then adding Doc is the appropriate total score of 10, 2000000000.

Can you see what Doc is that of them and the total for their lunch?

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

POST CODE \_\_\_\_\_

PHONE NUMBER \_\_\_\_\_

DATE OF BIRTH \_\_\_\_\_

DATE OF MARRIAGE \_\_\_\_\_

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Entries to be sent to ACE June '86 Crossword Prize Coat 20-22 Farringham Lane, LONDON EC1R 3AU. To arrive no later than 7th June 1986.

## ACE JUNE '86 PRIZE CROSSWORD

### Sol By Archie Mather

#### ACROSS CLUES

1. (10) A word that means a caffeine house. (10)
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#### DOWN CLUES

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WINNERS OF THE APRIL '86 PRIZE PUZZLE AND PRIZE CROSSWORD ARE LISTED ON PAGE 111

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# ACE DEALS

CHECK OUT THE SPECIAL BARGAINS AVAILABLE AT LOCAL DEALERS THIS MONTH

**H**ave we got you? Cup Fever has gripped the software takers in these hot months as they envision mobile partners and stickers all go to provide one of those rewarding streams of soccer games being released or re-released to coincide with the finals in July/August.

The Super Games Centre with its under company Super Games publishing the game state '93 is taking the lead in this with May being declared a 'foot hot month' in all Virgin Games Centres.

Aside from being surrounded with World Cup material as you go into the shops there

is also a very big competition involving the Super Game details still being announced as to how many to play.

City Software in Liverpool is also jumping up for the World Cup bandwagon with cover all games/series level up award a selection of soccer simulations.

The North-Eastern based chain Computronics is also getting up for the World Cup with a free drive throughout its stores associated with US Soccer's May 20th '93 World Cup football as there is to be won. It's out of New York though Virgin Games Centres will hold a lot of space for a competition associated with Football/Micro-

games whenever all local formats so if you haven't yet bought your copy this should be well worth checking out.

City Software is also showing the Nintendo Entertainment System for its first time here next month and is offering some discounts on both Nintendo hardware and software to tempt you into joining the fun.

Throughout May both the console and cartridges will be available at 'a general discount price'. And if you're in City Software looking at Nintendo, it's always worth entering one of their cafes for every £2 spent in the store you'll get a coffee ticket every week a total 12 drinks.

It will a selection of similar sort of price.

Finally Computer shops will be giving you the chance to win credit notes as seen in Donkey's science fiction-inspired escape from the Planet of the Robot Monkeys in a special competition that you still want need to buy the game to enter.

City Software is on Lime Street Liverpool there are Macquib's stores in the Greater Centre, Manchester the Broadhurst Centre, Nottingham, Kirkcaldy, Macclesfield the Metro Centre Galochard, the Greenmarket, Newcastle upon Tyne the Super Game Centre Bradford the Bull Ring Centre, Birmingham the Coor-

ty House, Luton and Pavilion Road Daele.

You can find Computer Shop outlets in the Avonlea Centre, Manchester, Victoria, St. Louis, Preston, Sunderland, Stockton and Nottingham. Also part of the Computer Shop chain are the two Games Store outlets in Cardiff and Middlesbrough which stock play-along games as well as computer software.

Virgin has its Games Centres outlets in London's Oxford Street, Old Windsor Arch, within the Waggoners, and at its 100 and Bristol, and also in Manchester in Green Lane, Kingston, Daele, Edinburgh Glasgow, at Union St and Apple St, Leeds and Nottingham.

At offers and promotions are subject to availability of stock. Although we do our best to ensure our dealer promotion materials is accurate at the time of going to press ACE cannot take any responsibility for changes or cancellations to printers plans.

## ATTENTION DEALERS!

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# ACE DIARY

THIS MONTH'S RELEASES AND EVENTS FOR ENTRY IN YOUR LEATHER BOUND, GOLD-CLASPED FILORAX

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**WORLDWIDE**

**WORLDWIDE SOFTWARE**  
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QRS	£530.00	STU	£535.00	VWX	£540.00	YZA	£545.00
BCD	£550.00	EFG	£555.00	HIJ	£560.00	KLM	£565.00
NOP	£570.00	QRS	£575.00	STU	£580.00	VWX	£585.00
YZA	£590.00	BCD	£595.00	EFG	£600.00	HIJ	£605.00
KLM	£610.00	NOP	£615.00	QRS	£620.00	STU	£625.00
UVW	£630.00	XYZ	£635.00	ABC	£640.00	DEF	£645.00
GHI	£650.00	JKL	£655.00	MNO	£660.00	PQR	£665.00
STU	£670.00	VWX	£675.00	YZA	£680.00	BCD	£685.00
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